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AMIGA POWER

THE MAGAZINE WITH *ATTITUDE*

RAIN DEATH FROM THE SKIES

Witness Breathless. It is Doom - but on the Amiga. Or is it? Or IS it? OR IS IT?

Judgment is also passed upon Pinball Prelude, Extreme Racing and Airbus 2.

EAT DISK! EAT ISSUE 58!

PINBALL PRELUDE

A pinball game with ten rubber balls rocketing around a dino's head at high speed pleases us. Let it please you.

AMIGA POWER

AND EVERYTHING WORKS ON THE A500

SUPER FOUL EGG

We demanded a *Super Puyo Puyo* clone of you. You responded. Once again, we are pleased. Let you be.

WORLD GOLF

So eager to please is the golfer here that he belabours himself with his clubs. All solely to make you like him.

AMIGA POWER

PLUS! SWOS TEAM EDITOR

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ISSUE 58

ISSUE 58 £4.50 FEBRUARY 1996

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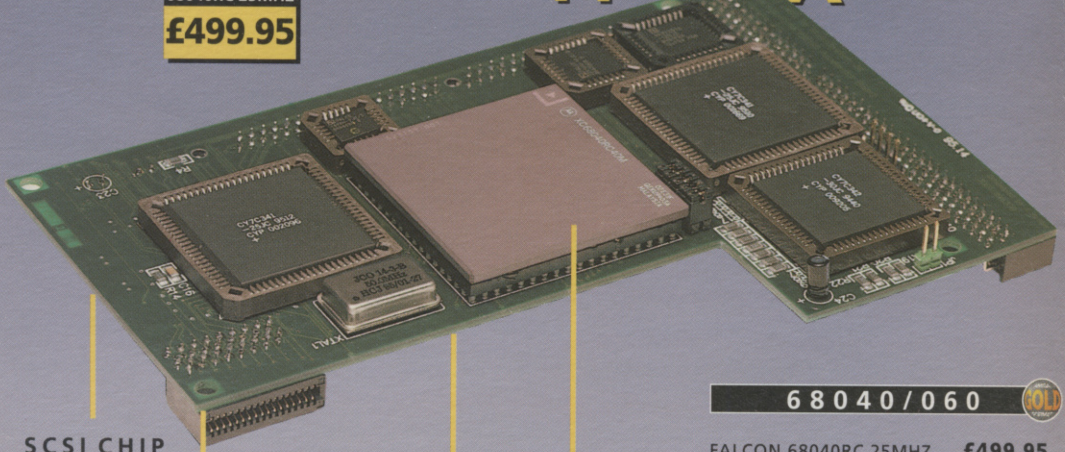

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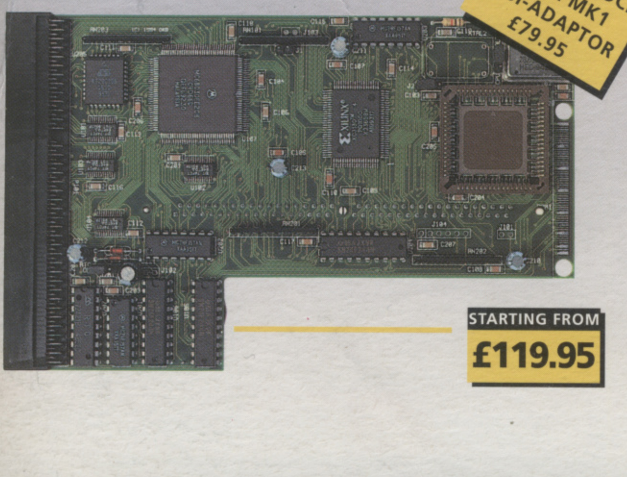

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AMIGA POWER

ISSUE 58 FEBRUARY 1996

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We like to talk to people. But if they ask about tips, we are entitled to wish them dead.

Beware Piste Bandanas™ – the Cranky Hanky.™ They're multi-functional and can be worn or used to cover your head, protect your ears or face, as a handkerchief, a sunglasses-cleaner or even as a piste map! it says here. And, presumably, to buff a car, strangle household pests or boil a pudding. It's a piece of cloth. A PIECE OF CLOTH. God in heaven.

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IT IS IN THE UK THAT ONE FINDS THE PRINTERS OF AMIGA POWER

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THIS MONTH WE MYSTERIOUSLY KEPT
Falling over as if suffering spinal injury.

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REGULARS

8 NEWS NEWS BARNEY MCGREWS
Inter-office intelligence-gathering raids, the months ahead for Amiga games and not being incredibly sorry about anything at all. Certainly not. In the slightest.

43 ISSUE ISSUE ALL FALL DOWN
Sweep family mementos from your shelves to make room for AMIGA POWER merchandise. Consume. Consume.

44 COMPLETE PETITE THE FINEST GIRL THAT YOU'D EVER WANT TO MEET
Resident long-haired student layabout C-Monster solves problems in a twinkling.

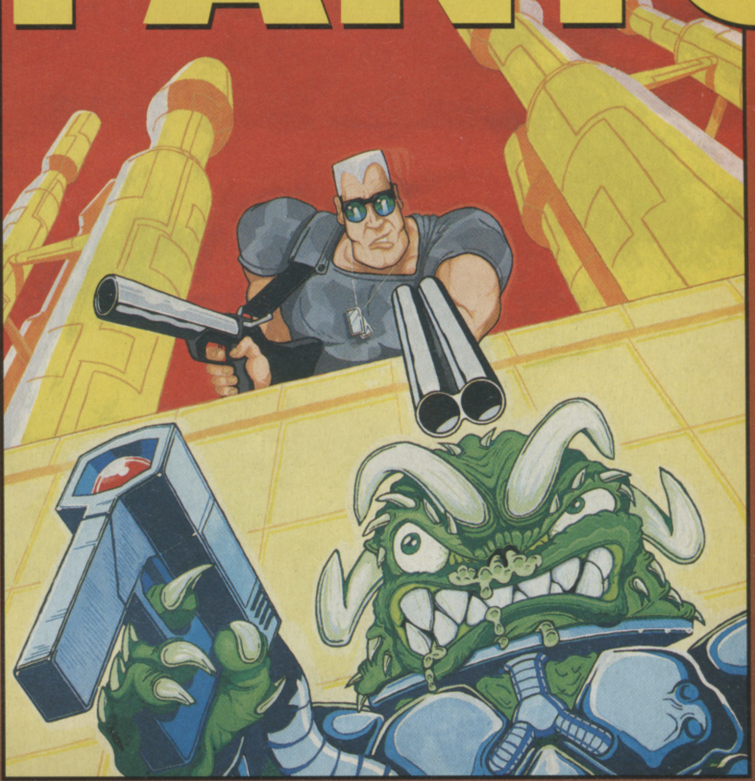
54 SCOOBY DOOBY DO WHERE ARE YOU
Uniquely, AMIGA POWER has NEVER made up a reader letter. You have only each other to blame.

58 IN THE JUNGLE THE MIGHTY JUNGLE THE LINE SLEEPS TONIGHT
Essential information disseminated. Simply.

64 THE BEST OF THE CARPENTERS
Buy! Sell! Fill in a form and open yourself to ridicule!

66 KILLER KOURSE FROM OUTER SPACE
Wherein readers are invited to examine Professor Power's Marvellous Course and better themselves in body and spirit.

PANTO



PINBALL PRELUDE

It is only pinball games that require the title to expressly delineate the genre. Act stupid. Page 24

LICENSED ALARM CLOCK

We recommend the Wallace and Gromit Alarm Clock. Instead of beeping it says "Morning Gromit – time for walkies" and is great! For the first week.

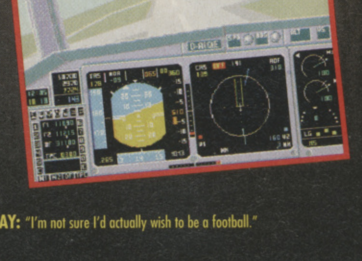
RECORD LAP TIME
02:00:00
2ND 3RD 4TH 5TH 6TH 7TH
Xtreme

AIRBUS 2

Noble airline captain Jonathan Davies plays this even-more-realistic flight sim, taxis to the runway, takes off, puts on the auto-pilot, prepares and eats a seafood pizza, puts on the auto-land and presents his invoice. Page 32.

EXTREME RACING

Cars have a stranglehold on the otherwise pleasant city of Bath that not even one hopping the pavement and mowing down a pedestrian can break. If only people would put aside cars for games with cars in, eh? Then everything would be lovely. Page 28.



SUE WOULD JUST LIKE TO SAY: "...and then he injected me – twice!!"

MARTIN WOULD JUST LIKE TO SAY: "I'm not sure I'd actually wish to be a football."

JONATHAN WOULD JUST LIKE TO SAY: "Here's a clue. Remove hat. Nod, nod, nod."

OVER 34

PEOPLE HAVE LEFT AP. PLUS ONE.

TIME

We liked *Gloom* but griped about the lack of stairs. We liked *Alien Breed 3D* slightly better but whinged that you couldn't look up or down in it. Now, witness *Breathless*. It has stairs, and you can look up and down in it. Praise be. But wait. What is this strangely obvious error? Uh-oh. Page 20.

DEAD Magazine

A pull-out supplement for a new Future magazine we are contractually obliged to carry. Hey, everybody! See Dead Magazine? Be sure to *("Buy" - A Publisher)* it!

DEAD
Magazine
WELCOME TO HELL
Your right to damnation

REVIEWED THIS ISSUE

FEBRUARY 1996

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SIMON BRATTEL WOULD JUST LIKE TO SAY: "Well, gotta go. Got some ageing and dying to be getting on with."

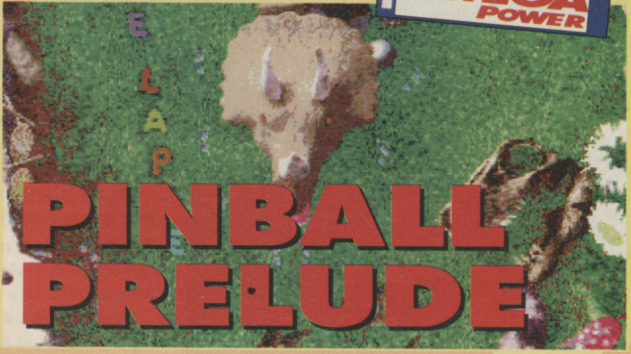
COLETTE WOULD JUST LIKE TO SAY: "Stop calling me Happy Space Planet Girl. I am sane."

disk 58

Racing across a bomb-site as bullets chew out the rubble beneath our feet, we dive into a speeding car and race away. With the disks. For you.

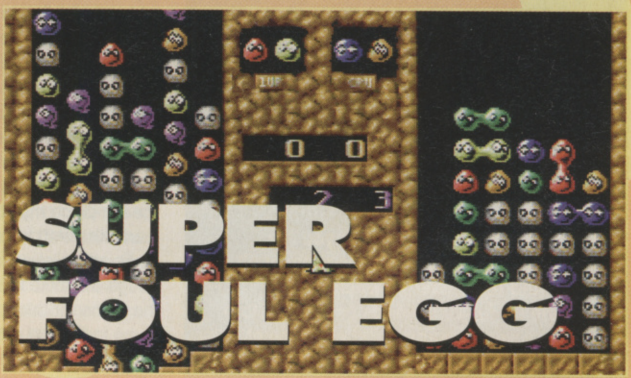
disk 58
AMIGA POWER

INTRODUCING COVERDISK 58



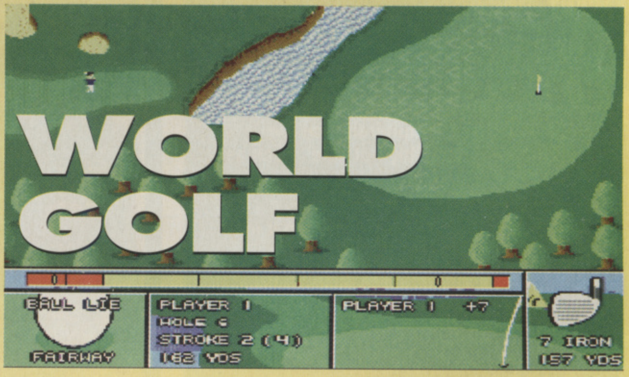
PINBALL PRELUDE

A pinball game to restore your faith in pinball games. Employ our demo fruitfully to feed dinosaurs, discipline rats and tumble through white water.



SUPER FOUL EGG

Simply and without fuss the second greatest coverdisk game we have ever presented. We confidently expect next month's letters to mention curs.



WORLD GOLF

A resoundingly ample nine hole demo of this golf sim so new they haven't yet finished the other nine holes. And it has club abuse in it. We beam.

PLUS! SWOS TEAM EDITOR

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp; hey, it's their fault), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk 58 Returns, TIB, 11 Edward Street, Bradford BD4 7BH. Note carefully that new address. No one sends disks to us any more. We feel lightly sad.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.
- The disks will automatically decompress. It's all quite foolproof. You just need 2 spare disks.
- Just to be on the safe side, though, the on-screen instructions lead you through.
- You'll have to reset your machine in order to move on to load the disks. The games can be loaded by either booting the new disks or by loading Workbench for some of them. Instructions for each game are on the disks.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 58 Returns
TIB Plc
TIB House
11 Edward Street
Bradford BD4 7BH

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to TIB. Please.
- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!

PINBALL PRELUDE

Authors: Effigy

We like dinosaurs and were pleased to see that the so-called oviraptor has recently been vindicated. We also like pinball, and were therefore delighted to secure a demo of a new pinball game with a big dinosaur in it. (A triceratops, dinosaur fans, although the game persists in presenting it as a sinister growling monster while the 'tricky' was a friendly herbivore AS ANY FULE KNO.)

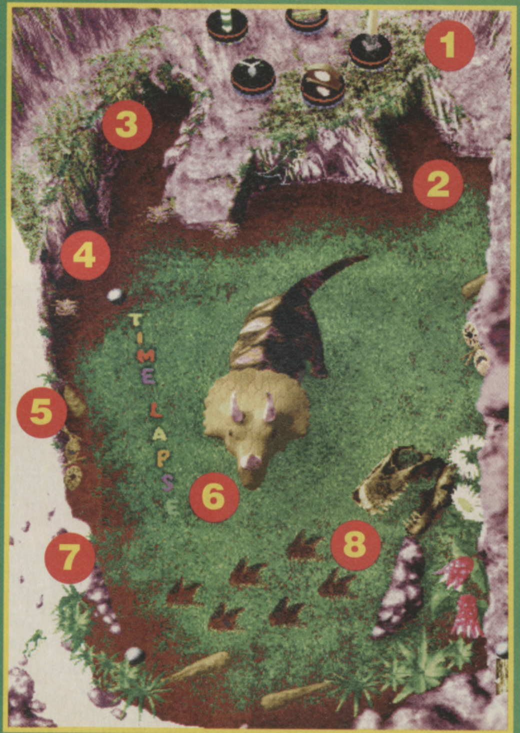
You can read of our judgment upon the full game in this very issue, where the ingenious device of starting with an empty table and having to earn things to shoot at MAY POSSIBLY have earned it special marks. Or it MAY NOT. Read the review. And don't just look at the score either.

But anyway. Our demo gives you eight unhampered minutes of the 'past' table (there's some sort of twittish time-travel plot to the game) so you'll get to attack unruly rodents, swoon at the ten-piece multiball AND EVERYTHING. As usual, the shift keys move the flippers and the down arrow launches the ball; also, the alt keys nudge the table left and right. Press F10 during the game for the options screen. And now, some indication of what can be done. (Although we still can't remember how you trigger the rubber-ball multiball, but there you go.)

The rubber ball. And a vanished clock. We succeed.

308,216
LAPSE

A rat mocks you in a manner similar to the worms in Worms. Kill it.

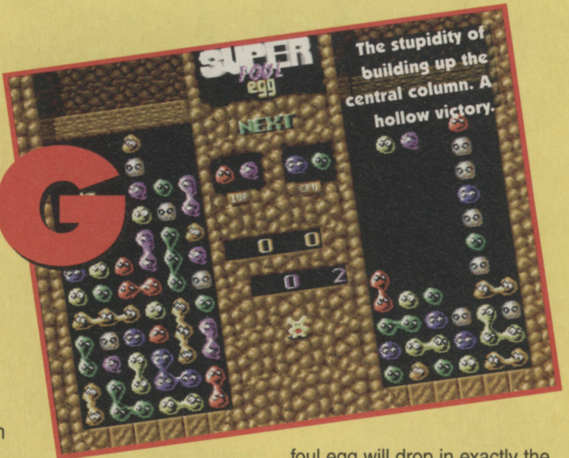


HOW TO DO IT

The idea is to light the letters TIME LAPSE and escape through the Portal of Time. Letters are lit by ramp combos, trick combos (feeding the dino, the Skull Trick and so on) and by vanishing clocks.

1. Shoot the high ramps and hit the time trap to vanish the clocks.
2. Shoot the under loop for Splat the Rat.
3. Shoot the under loop to light a torch.
4. Hit the fire trap to light a bonfire. Light three bonfires and hit the trap again for multiball.
5. Get behind the waterfall to advance the footsteps.
6. Strike the tricky's nose to open his mouth, then shoot the open mouth for a Digestion Bonus.
7. Barrel out of the waterfall and instantly shoot the top right loop for the Waterfall Trick. Or whap into the skull for a Skull Trick.
8. Shoot the tyrannosaur skull to increase the bonus.

SUPER FOUL EGG



The stupidity of building up the central column. A hollow victory.

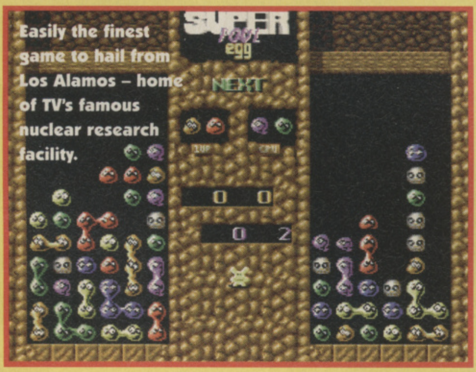
Authors: David and Michael Hay

This is extraordinarily special. Only *Gravity Power* can command more respect as an AMIGA POWER coverdisk game, and we've already given you that. *Super Foul Egg*, alert readers may recognise, is a conversion of the immeasurably deep *Super Puyo Puyo* (also known as *Dr Robotnik's Mean Bean Machine*). Regrettably lacking in Japanese oddness, it is nevertheless an exact copy of the game, barring speeding up the longer you play without winning, and we have dibs on it solely for you, our friends.

THE RULES

As in *Tetris* and *Columns*, shapes (egg pairs) drop from the top of the screen; he whose screen fills, loses. You have to connect four like eggs, horizontally or vertically, to make them disappear and drop a foul egg upon your opponent. (Connected eggs blend graphically for easy identification.) The skill comes in forming further connections as the remaining eggs tumble into the empty spaces.

For every group of four you connect, one foul egg is dropped on your opponent; for every further connection (known as a chain reaction), a line. So, obviously, the more chain reactions of over four eggs you create, massively more foul eggs will be dropped. The game makes increasingly excited sounds the more foul eggs are to be dropped – typically, your opponent has one more turn to prepare before they crash down on his silly head. (He cannot, of course, connect foul eggs, but if he connects four normal eggs, any adjacent foul eggs will be destroyed.)



Easily the finest game to hail from Los Alamos – home of TV's famous nuclear research facility.

THE EGGS OF GENTLEMEN

While it is tactically sound and not illegal to glance at your opponent's screen to determine whether you should be playing for a big chain reaction or playing slowly as he stews in his own juice, it is akin to time-wasting in football and hardly sporting. Those who appreciated the Modes Of Gentlemen in *Gravity Power* will play as if their opponent were continously about to score a level three chain reaction. We need hardly mention the hearty handshake after a game has finished.

STRATEGEM

To know your opponent is all in *Super Foul Egg*. One who concentrates solely on making hugely profitable chain reactions can be SPEEDILY DISMAYED if you pound him with quick singles, for inevitably, a sole foul egg will drop in exactly the most wounding spot. But, hey, first, know yourself. Challenging the computer opponents or using the practice mode with the minimal number of egg types are excellent ways to LEARN YOUR CRAFT. A500 owners are advised to push up the speed settings to compensate for your hopelessly outdated machine that we BREAK OFF OUR LEGS TO FIND GAMES FOR.

THE TERMINOLOGY

Finally, here is a list of approved mid-game catchphrases.

ERROR – A slight mistake; say, landing a pair the wrong way up, or on the wrong column.

MAJOR ERROR – A serious mistake; for example, an Error that smothers a prepared pattern, or prematurely triggers a drop for negligible foul eggs.

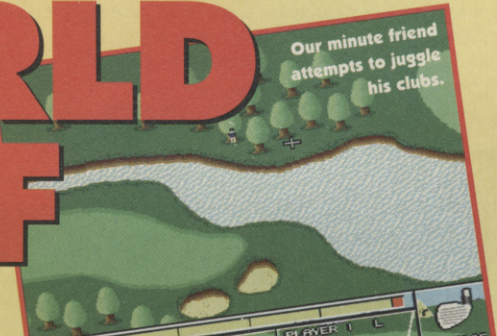
FATAL ERROR – An almost certainly deadly mistake; usually, making a Major Error at the top of the screen.

ORANGE! NOW! – A plea to the gods for a desperately-needed colour. With enough urgency and volume in the voice, perhaps they will respond.

THANK YOU, MY FRIEND – A psychologically dispiriting nod as your opponent's foul egg permits you to place two important sets of pieces together without linking them.

TASTE MY FOUL EGGS, YOU CUR – The bloody battle-cry as you pull off a level four chain reaction.

WORLD GOLF



Our minute friend attempts to juggle his clubs.

Author: David Kirk

As another exclusive one to four-player demo, *World Golf* is a bit like the pitch-and-putt in Torquay, only it's set in the village of Muirfield. But with its nine holes, vast oceans of water and number of sandy bunkers, heck, it's easy to get confused.

Less confusing is the staggeringly obvious fact that *World Golf* is, indeed, golf. The intro screen describes the controls (although we roll our eyes at the patent idiocy of having to press the mouse button to start despite the game being entirely joystick-controlled) and there's also an auto-caddy option which selects the correct club in case you're completely mad. Particularly of note is the way your golfer attempts to entertain you if left immobile by striking himself about the body and head with his club. Would that this happened in real life.

SWOS TEAM EDITOR

Author: Rune Keller

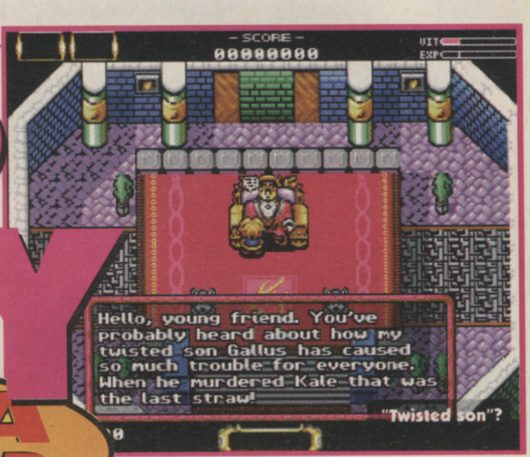
A small bonus program which – no! But yes! – edits the team data in *SWOS* (and, indeed, *SWOS '96*). You need to load Workbench first to use it, and you'd be well advised to examine the on-screen instructions to avoid destroying your copy of *SWOS* as efficiently as if you'd plunged it into a well. All hail David The Coverdisk Compiler who keeps putting extra things in, even though we don't understand him when he speaks.

TRUE STORIES

To be honest with you, to tell you the truth, I can't tell a lie, I'm going to give it to you straight, I won't beat about the bush, here's the news.

SPERIS LEGACY

AMIGA POWER PREVIEW



Hello, young friend. You've probably heard about how my twisted son Gallus has caused so much trouble for everyone. When he murdered Kale that was the last straw!

"Twisted son"?

Hurrah for ersatz Japanese oddness.

Runs on: A1200
Publisher: Team 17
Authors: Binary Emotions
ETA: February

The telephone rings, and is answered. Binary Emotions are working through Sunday on a horrible deadline as well. What luck.

"The game's changed considerably since the last time you saw it," says Andrew Jolly after we conclude the small-talk formalities about working through Sunday on a horrible deadline. And so it should, as the last time we saw *Speris Legacy* was in AP48. Perhaps you should start again from the beginning.

"You're a character named Cho, and you're fulfilling a promise to save the world that you made to your friend Kale, who was assassinated by his elder brother who's teamed up with a demon." A robust RPG plot. "It's a cross between straightforward fighting and *Monkey Island*-type puzzles – ones you have to think about a bit." For example? "For example, there's an inventor called Rupert who withholds a key from you. The solution is to charge up your hyper-boots and run at him so the screen shakes and he drops it." Outright robbery. We approve.

"There are about 60 to 70 puzzles, and if you know exactly how to do them it'll still take you 10 to 12 hours to complete the game. There are eight locations in the game that act as levels, such as the Royal City, the Farm and the Caves. You have to complete a level to get to the next one, but there are always lots of little puzzles to get on with and you can return to a level later to re-explore, so you can't get trapped. There's always something to do."

We chat pointlessly about things Binary Emotions wanted to put in but couldn't because of time restraints – they hope to release a *Super Speris* 'remix' at some point in the distant future – before returning to that which is included. Secret bits, for example. Are there any obtuse pointless secret bits?

"Yes. For instance, in the caves there's a carved post. Hidden behind it is a portal, and in there is the super-sword so you can break open the strongest barrels to find pages from the riddle book."

It's *Zelda* – but on the Amiga, isn't it?

Apparently it is not.

"It was never meant to be a straight copy. That's important, because we've just read a review in *("Tea for two a-bee-bah" – Ed)* that spends the whole time comparing the two." But buck up – this is the mightiest computer games magazine ever produced by human beings, after all. Bosses?

"Yes."

Atmosphere?

"It's changed graphically, and there's lots and lots of music."

People?

"There are loads of characters to talk to who give you information or clues. Without repeating the text, which you didn't like in your original preview."

Bravo. Weapons?

"Not as many as we'd've liked, but they do have power levels."

(Ghghh) passwords?

"No. You can save to disk at any point though."

Phew.

"And we've tried to balance it so you get a puzzle then a couple of good fights. And there's a big final showdown with the main bad guy, and an end sequence, and my favourite bit is Cow-Tree Island where the cows live in the trees *("Raining death from the skies" – Ed)*. That leads to a puzzle where you have to find the Pools Of Purity."

Stop. And it's definitely, finally, entirely finished?

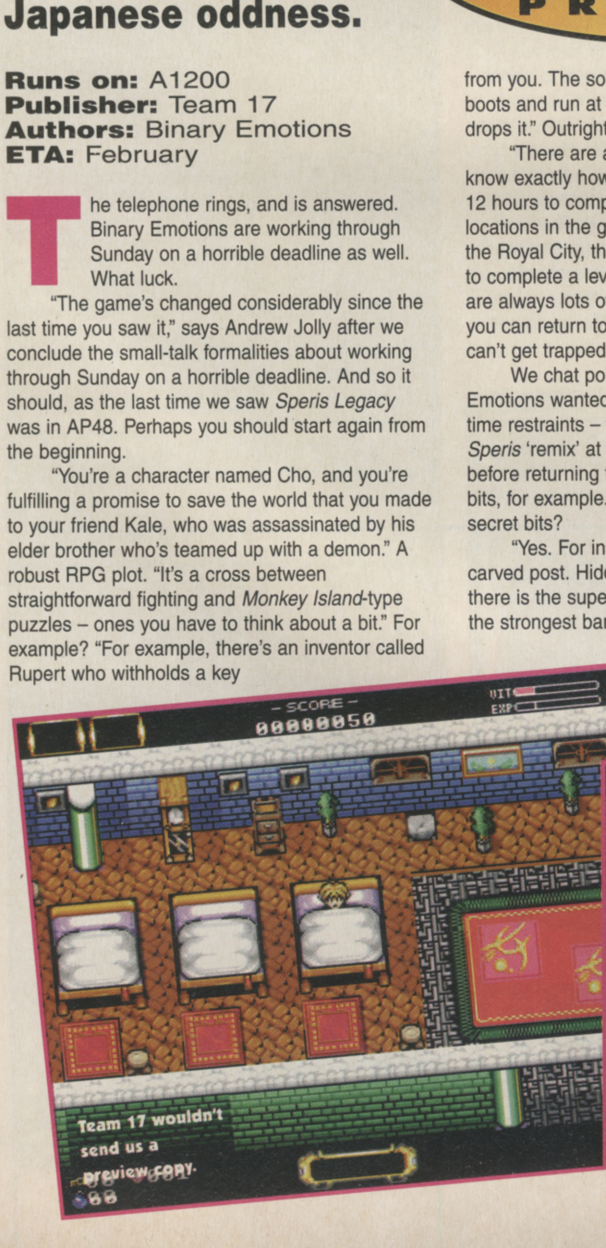
"Yes. The programmer's just fixing a bug which corrupted the screen after playing it for hours at a time."

Next month?

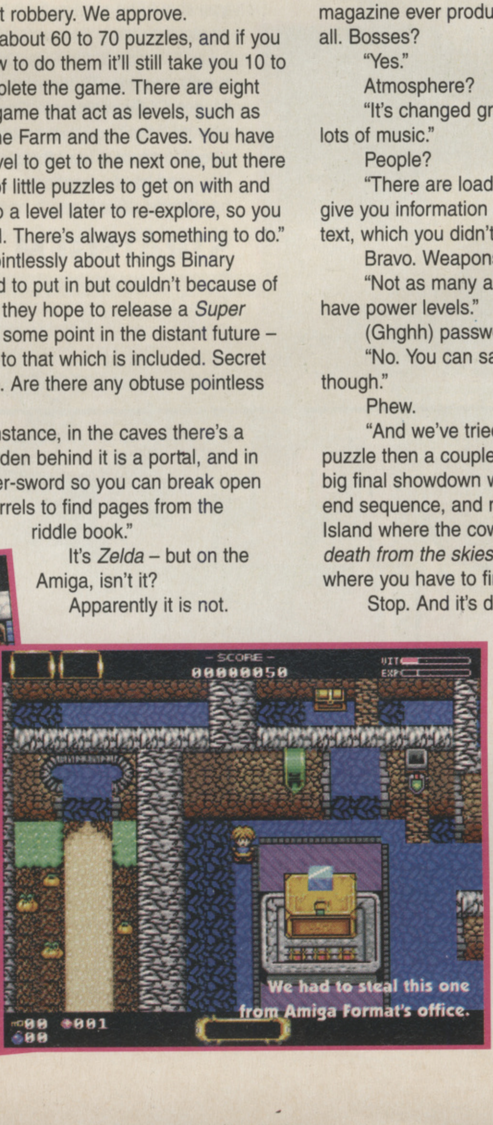
"Yes."

We can scarcely believe it. But ringing Team 17 (diplomatically in the guise of a small boy called Ernest) brings the same answer. *Speris Legacy* may even be in the shops at this moment. But you know to wait for next month's review. Don't you? DON'T YOU?

● ***JONATHAN NASH***



Team 17 wouldn't send us a preview copy.



We had to steal this one from Amiga Format's office.

"AAARGHH..."

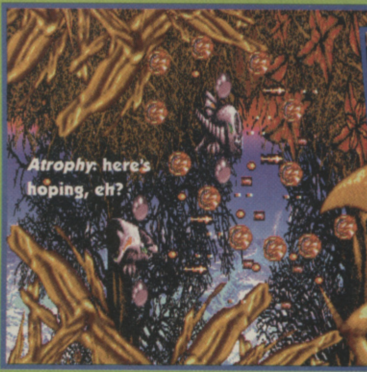
"Not until February."

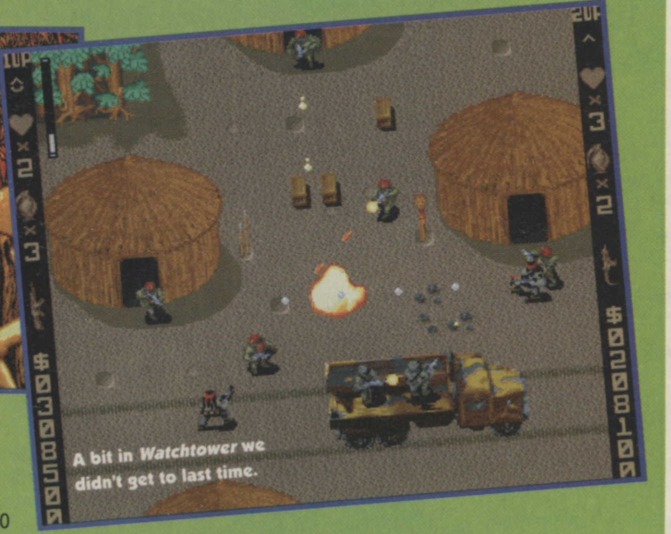
"Ooo, no, not until March."

"February. Didn't you know?"

"I'm never speaking to you again."

Thus the Amiga software houses, except for the last which was Jonathan Anderson ringing us up to reiterate his position of not ringing us up. Readers, it has not been a pleasant time for the feral newshounds of AMIGA POWER. As a month for games, January delivers like a murdered Canadian postman. Hence this sort of mini-State of the Nation keeping you abreast of what's going on over the next couple of issues. Apart from the obvious.


Atrophy: here's hoping, eh?


A bit in *Watchtower* we didn't get to last time.

WATCHTOWER
ETA: Februrary

The *Commando/Chaos Engine*-ish blast game previewed in AP56 and written by a splinter group from Bloodhouse, who programmed *Super Stardust*. "Next month for sure," say publishers OTM, and, "Would you like a coverdisk demo?" We would, except it's A1200-only. So we might turn them down for the sake of our A500-only readers. You never know.

STARFIGHTER
ETA: March

The similarly A1200-only space game from the author of *Virtual Karting* which we've been trying to get pictures of for three months for you, our readers.

"It's still at a very early stage, and won't look anything like it does at the moment," say OTM.

Couldn't we show a couple of pictures anyway?

"No. They look terrible. The programmer's actually devoting all his time to *Virtual Karting 2*."

A-ha!

VIRTUAL KARTING 2
ETA: March

"A1200-only. There'll be some pictures next month."

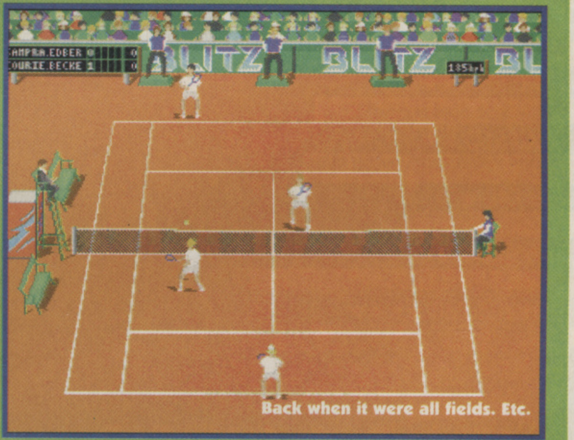
Sigh.

ATROPHY
ETA: February

Supposedly the most technically-advanced A1200 shoot-'em-up ever (although as AMIGA POWER recently died for an entire afternoon as we tried to install *Soccer Stars '96* to hard drive we're hardly in a position to appreciate such talk) and, again, a finished game waiting for its moment in the release schedule. The prospect of an *R-Type* clone that doesn't slow down and doesn't have the numbing über-difficulty of *Project X* fills us with delight.

CAPITAL PUNISHMENT
ETA: March

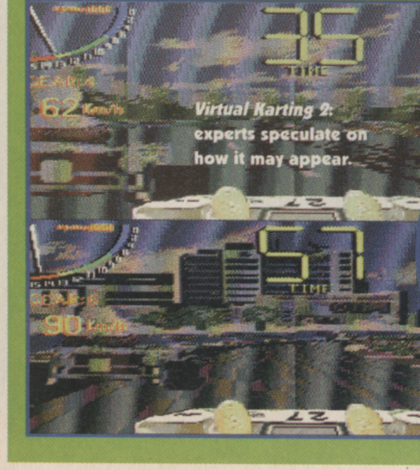
Supposedly the most technically-advanced A1200 beat-'em-up ever (at least, that's what the screens and screens of glowing text we skipped past on the demo version explained at length) and by a new group called Click Boom who're based in Canada (so we must remember to ask them what happened to *Angst*). The game's waiting for a distributor, and we hope it's been substantially improved, because what we played was awful. But these work-in-progress PD demos are notoriously unreliable, usually showing only what was going in on that particular day. (The blurb already invites you to look out the next version.) A proper preview next issue, we hope.

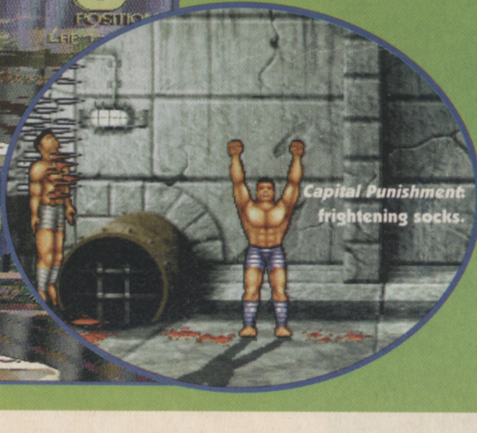

Back when it were all fields. Etc.

BLITZ TENNIS
ETA: March

Alias *André Agassi Tennis*, alias *Centre Court Tennis*. Due for release for Christmas, Guildhall tell us this Acid-affiliated (but not A1200-only – hurrah!) game went back to Germany for a slight rejig and hasn't been seen since. Now scheduled for March, but tactically likely to be put back to Wimbledon time, which must surely mean it'll lose its audience to the blissfully splendid *Super Tennis Champs*.

We will of course make every effort to alert you to changes in the zany, crazy, wackily mixed-up world of Amiga release schedules and remind you NOT to approach any game seen in a shop until you've read the review here in AMIGA POWER. Even if it has an attractively low price or offers free quality china, REMAIN ALOOF.


Virtual Karting 2: experts speculate on how it may appear.


Capital Punishment: frightening socks.

WE'RE INCREDIBLY SORRY

That an issue of AMIGA POWER now costs £4.50 and has 68 stapled pages.

TOP TWENTY CHARTS

1. WORMS
Ocean/Team 17 £30 ★★★
2. SENSIBLE WORLD OF SOCCER
Renegade £25 ★★★★★
3. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★
4. SOCCER STARS '96
Empire £30 ★★★
5. PREMIER MANAGER 3
Gremlin £26 ★★★★
6. COMBAT CLASSICS 3
Empire £30 ★★
7. SUPER SKIDMARKS
Acid £25 ★★★★★
8. COLONIZATION
Microprose £35 ★★★★★
9. ULTIMATE SOCCER MANAGER
Anco £30 ★★★★
10. SENSIBLE GOLF
Virgin £30 ★★★
11. WORLD CUP YEAR '94
Empire £30 ★★★★
12. ZEEWOLF 2
Binary Asylum £30 ★★★★★
13. CANNON FODDER 2
Virgin £30 ★★★★★
14. PLAYER MANAGER 2
US Gold £30 ★
15. POWERDRIVE
US Gold £30 ★★★
16. WORLD CUP USA '94
US Gold £30 ★★
17. RISE OF THE ROBOTS
Mirage £43 ★
18. TURBO TRAX
Arcane £30 ★★
19. SUPER LEAGUE MANAGER
Audiogenic £30 ★★★★
20. SUPER TENNIS CHAMPS
Audiogenic £25 ★★★★★

TOP FIVE BUDGET CHARTS

1. USM DATA DISKS
Impressions £10 ★★★
2. MORTAL KOMBAT
Virgin £10 ★★★★
3. FORMULA 1 GRAND PRIX
Powerplus £10 ★★★★★
4. MONKEY ISLAND 2
Kixx £17 ★★★★★
5. FOOTBALL GLORY
Hit Squad £10 ★★

TOP FIVE CD32 CHARTS

1. IMPOSSIBLE MISSION
Microprose £30 ★★
2. POWERDRIVE
US Gold £30 ★★★
3. SUBWAR 2050
Microprose £30 ★★★★
4. SUPER SKIDMARKS
Acid £30 ★★★★★
5. ROADKILL
Vision £30 ★★★★★

The charts are still (yawn) © ELSPA

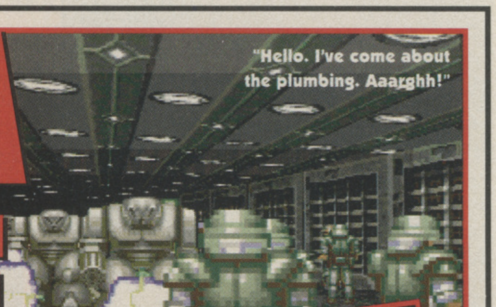
Where's Your Sense Of *Humour*?

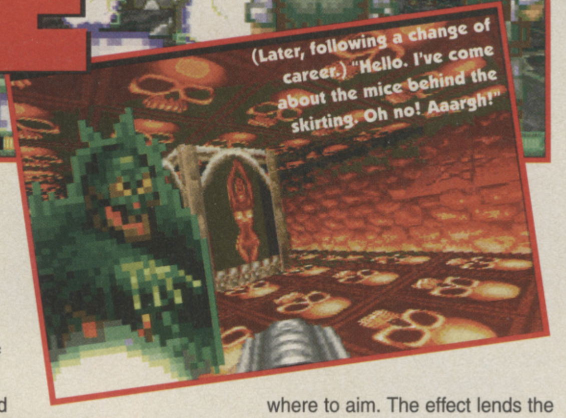
8.2.96

http://www.futurenet.co.uk/entertainment.html

NEW! The Comedy Magazine
Comedy Review

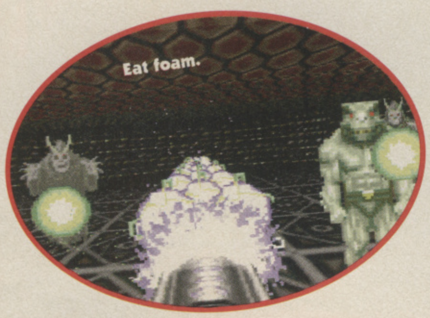
GLOOM DELUXE


"Hello. I've come about the plumbing. Aaarghh!"


(Later, following a change of career.) "Hello. I've come about the mice behind the skirting. Oh no! Aaargh!"

Runs on: Accelerated A500, A1200
Publisher: Guildhall
Authors: Black Magic
Price: £30
Release: Out now

We were going to a page review of this (it's the updated version of *Gloom*, after all) but it's the same as its forebear except graphically.


Eat foam.

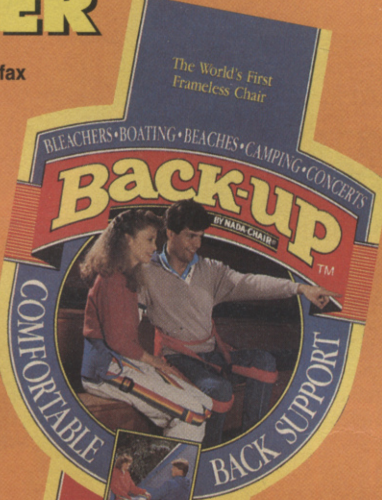
And you can run it on an A500 with 2Mb of RAM and an accelerator, but the chances of AMIGA POWER readers having such a machine easily equal that of their jumping voluntarily from a window. (Recently, a certain mag's reader survey card was confused at the printers with a medical form used to test a psychiatric patient's chances of being suicidal; after the mistake was discovered, curious researchers totted up the answers to discover 38% of the mag's readership had more than once considered taking their own life, and that 96% of psychiatric patients wanted more features on adventure holidays. Consequently the mag's readers found it strangely difficult to obtain insurance, and the patients' families were bombarded with catalogues full of excitingly bearded hikers.) So here it is in news instead.

Gloom Deluxe is undoubtedly a prettier game than *Gloom*. It uses less colours, but has sharper graphics and a big gun so you know where to aim. The effect lends the invigoratingly appalling projectile death marathon that is *Gloom* a slightly less abstract, strangely more realistic air and is strongly recommended to those who have not yet bought *Gloom* – especially as *Original Gloom* is one of the menu options (the others allow for tedious technical things and – lawks – a VR headset) and the *Gloom 2* data disks are to arrive imminently. Grimly you must play it in a smaller window than usual to get the same running speed, but it's easily still worth 90%.

● ***JONATHAN NASH***

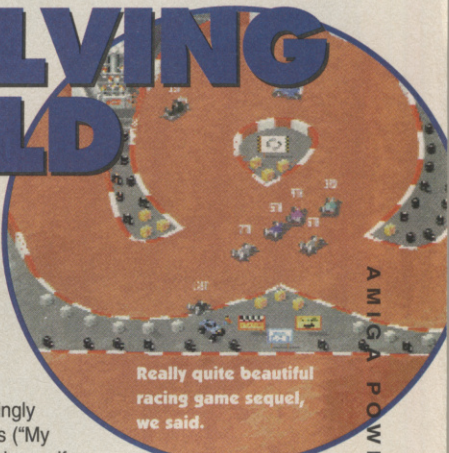
MYSTERY CHIROPRACTICE CORNER

As our special friends Melfax gear up for another thrillingly meaningful publicity binge (we're betting the Enola Gay's involved somehow) we are pleased to offer for your edification the Back-Up™ posture improvement device. It's a large sling of the sort Wile E Coyote might use to fire himself into a gorge, and by fitting it around your knees it straightens your back and effectively immobilises you. It's surprisingly comfortable and works extremely well, so there go all our clever jokes. But look – these people are pointing and nothing at smiling. What fools. Ha ha.


The World's First Frameless Chair
BLEACHERS•BOATING•BEACHES•CAMPING•CONCERTS
Back-up
BY NADA-CHAIR
TM
COMFORTABLE BACK SUPPORT
"It Feels Good"
Made in China

"Darling, look at your mother's hunchback. If only she'd thought to use Back-Up™."

DISSOLVING DONALD


Really quite beautiful racing game sequel, we said.

A short note about *Acid Attack*, a £30 compilation of Acid games for the A1200 or CD32 comprising *Guardian*, *Roadkill* and *Super Skidmarks* that we in our attractive naïvety thought we were reviewing this month right up to the point where Guildhall put it back to April, and which amuses us because it reminds us of a bilious attack and pleasingly outlandish kaolin-and-morphine print ads ("My stomach was upset and I lost my job and my wife and house and went bald... then I tried Peppo-Fizz ad became a highly-paid film star"). It... actually, we've ingeniously managed to tell you everything already. That's saved some time.

Buy it, we said.

BEST 0'37"40
REC 0'37"40
MINE
Doesn't save the high scores, we said. Erk.

Consigned To Heaven

Lounging around on puddingy clouds, these things prompt warm-hearted anecdotes wherever three people meet.

ENTRY-LEVEL GAMES
As the Amiga charges PC-like towards favouring expensive upgrades just to get games to run, we fondly remember needing no more than a competently-constructed joystick.

PAGES 69-76
Like a worthy captain we peer out for the patrol group we despatched and try to conceal our concern.

BARRY HUGHART
Jonathan's favourite writer. Vanished in 1991. We fear the worst.

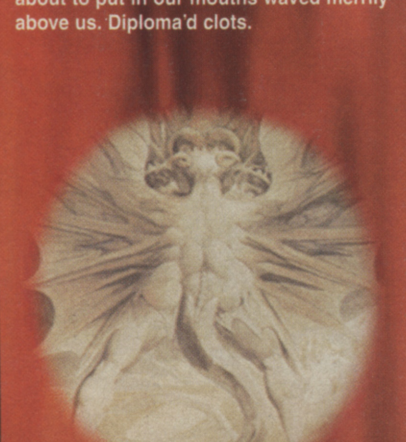
GOING DOWN

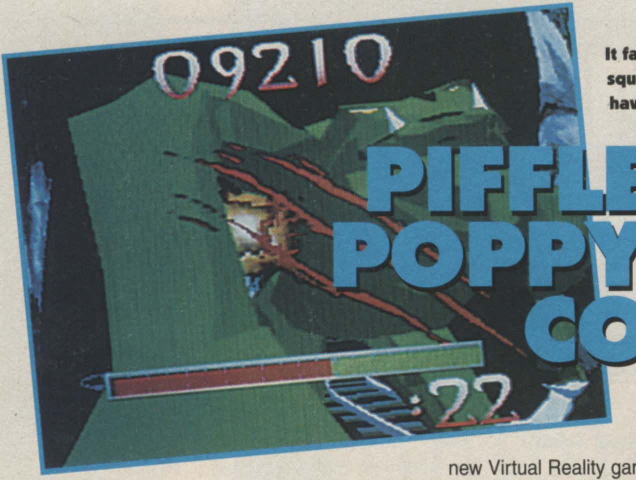
Struggling against the safety bar and reaching futilely for a paper bag, passengers on the Bullet Train to Heck.

PREMIERE
The magazine that printed a photo from Seven headed "Brad Pitt confronts his nemesis." Perish yelping, goofy morons.

PEOPLE WHO MAKE OTHER PEOPLE CARRY ADVERTISING PULL-OUTS IN THE MIDDLE OF THEIR MAGAZINE
For no particular reason.

DENTAL SHOWMANSHIP
We don't want to see the tools you're about to put in our mouths waved merrily above us. Diploma'd clots.



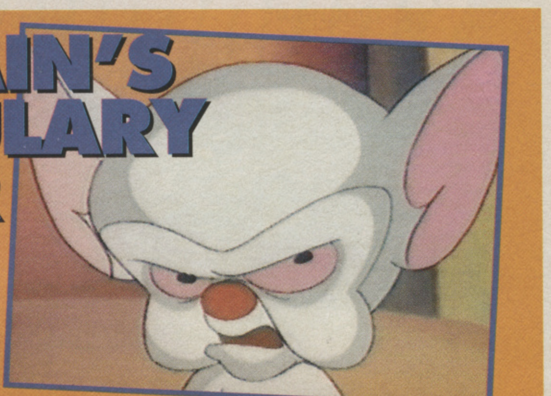


It fails even to have carriages with squeaky wheels and doors that you have to keep holding closed.

PIFFLE AND POPPYCOCK CORNER

Here is a picture of what purports to be *Ghost Train*, a new Virtual Reality game. This is piffle and poppycock. The photograph clearly shows a big green fire-spitting alien and not, for example, a plastic Dracula lurching from a cardboard coffin or a skeleton on a string. Pay no attention to this feeble hoax.

THE BRAIN'S VOCABULARY BUILDER



Greetings, readers. I am The Brain. YES. I am here to enrich your poverty of language as part of an elaborate plan to take over the world with the aid of the redoubtable Pinky and a 68,000-ton magnet. Here is this month's vocabulary word.

BURN (vb): Of an unpopular consumer item (say, a can of beans), to drastically reduce costs (for example, by cutting the number of beans in a can, or, for instance, by instead putting the beans in a packet) while drastically increasing price to "burn" remaining purchasers for the maximum possible amount before they turn to, say, lentils.

Goodbye, readers. YES.

PROFIT BY CHEATING

There is a Telly Addicts quiz machine at large, featuring penalty video clips of Noel Edmonds pointing a box out of the screen (and, we presume, stopping the pacemakers of elderly players). The final round involves pairing double-acts and we have stumbled upon a sure-fire way to win the round and so £5. Before playing, draw a grid of five squares by four. When the machine gives you a glimpse of the pelmanism board, quickly mark paired squares as 1, 2 and so on. You have ample time if working on half the board with a conniving partner, and that is a GUARANTEED RETURN of £5 on your £1 stake. A sound investment by any standards. Two goes and you have the price of an AMIGA POWER and everything.

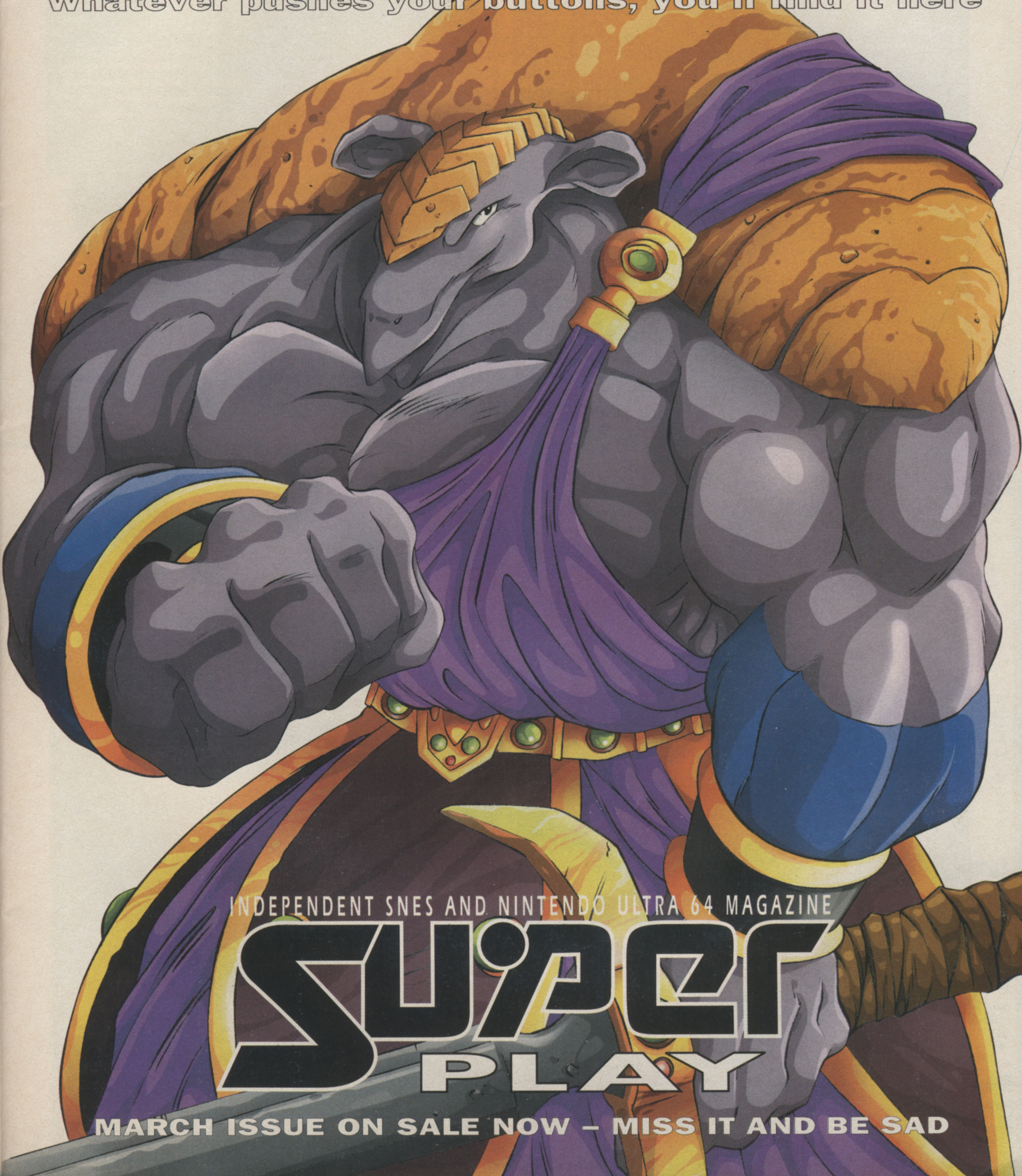
"Hello, naughty persons."

JONATHAN ANDERSON

Amiga Tech UK has moved offices, in the process losing Jonathan Anderson, who you may recall recently abused us over the phone. We hope the new boss will have an idea how to go about promoting the Amiga and wish Jonathan Anderson well in whatever he goes on to do. No hard feelings, eh, Jonathan? That's Jonathan with a J. As in Jobless.

Breath Of Fire II for role-players ● Killer Instinct 2 for fighters ● Parodius 3 for shooters ● Civilisation for megalomaniacs ● Huge Yoshi's Island player's guide for completists ● Anime games guide for otakus ● Ultra 64 news and previews for everyone

Whatever pushes your buttons, you'll find it here



INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

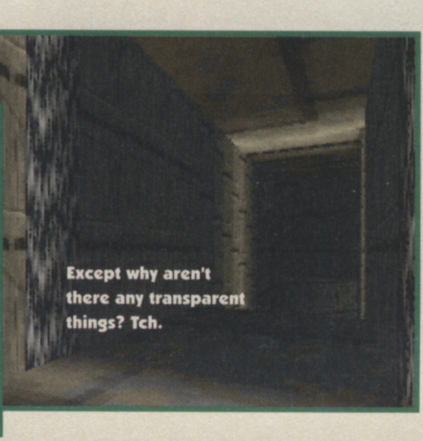
SUPER PLAY

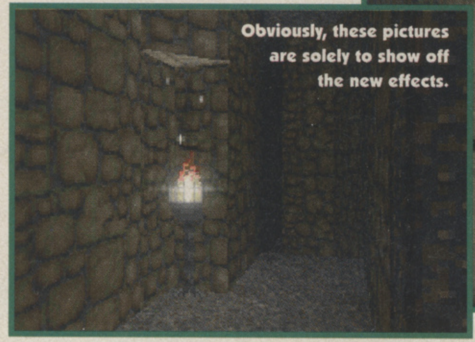
MARCH ISSUE ON SALE NOW – MISS IT AND BE SAD

AB3D2

Runs on: A1200
Publisher: Team 17
Author: Andy Clitheroe
ETA: April

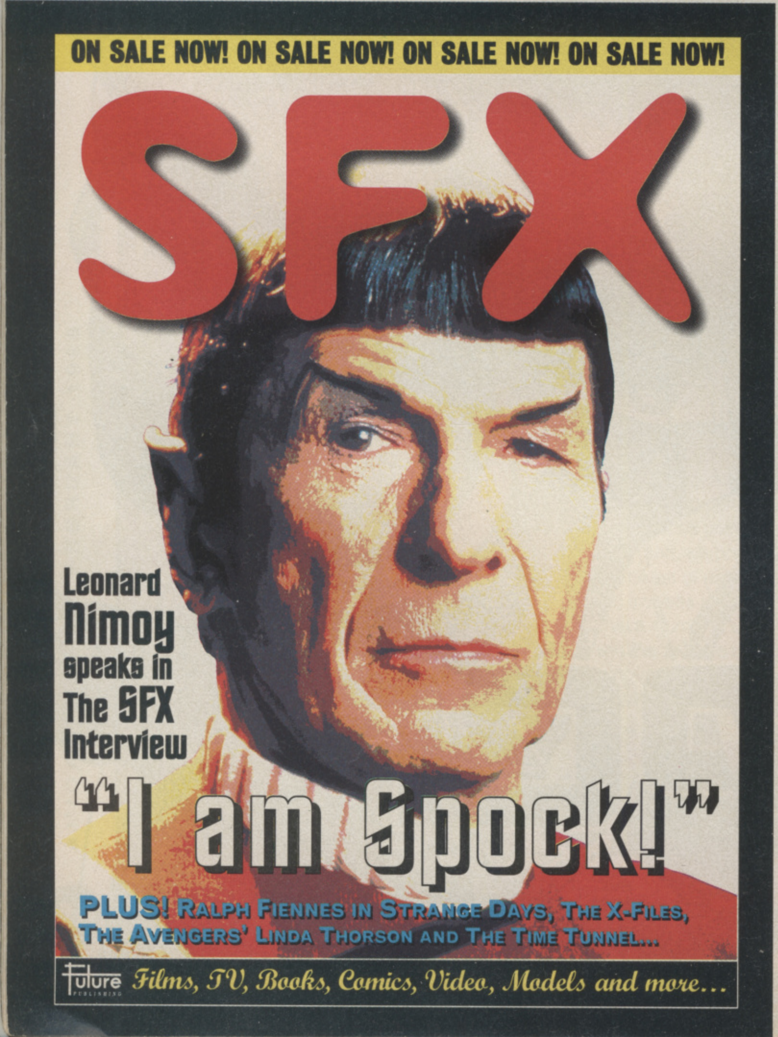
Idly leafing through an almost impossibly poor rival magazine, we were amazed to see pictures from *AB3D2*. How could this be? Our close personal friends Team 17 hadn't mentioned it to us at all. Quickly we hurled our DataKayaks upon the FoamyInformationWaves and headed for Team 17's page. But, strangely, we couldn't get on. "Perhaps the server is down, there are too many people on it or the server HAS BEEN INSTRUCTED TO REFUSE YOU ACCESS" read the error message. So we pretended to be Amiga Format instead, and stole all their pictures as well. Here is a summary of the hypey information available to HyperOtakuCyberMatrix-JackingGuruOverlords.


Except why aren't there any transparent things? Tch.


Obviously, these pictures are solely to show off the new effects.

It transpires that by virtue of a dismal plot device you find yourself on another alien-infested planet and get to kill lots of things all over again. Tinkering with his code, the programmer has this time round included windows, a level editor and (hurrah!) a map. The aliens now hunt in teams (actually, we can't remember if this was in the original) and you can LOOK UP AND DOWN. (We hope this makes a real difference to the game, having just been utterly let down by *Breathless*, and urge Team 17 to buy a copy of *Marathon* on the Mac to see the approach that should be taken. We want sniper towers, ledge ambushes and a genuine advantage in taking the high ground.)

Our resident long-haired student layabout C-Monster has been put on full shop alert, and we'll bring you the review just as soon as we can raise £30. Between us.


ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!

SFX

Leonard Nimoy speaks in The SFX Interview

"I am Spock!"

PLUS! Ralph Fiennes in Strange Days, The X-Files, The Avengers' Linda Thorson and The Time Tunnel...

Future Publishing Films, TV, Books, Comics, Video, Models and more...

Family Ties

Peer through your curtains at the family moving in next door. They seem like nice people – John and Mary, their daughter Phyllis and her dog Mr Sparky. But maybe they're not nice people. Maybe they're part of the intricate masterplan that's been steadily unfolding throughout the generations. Perhaps we're not yet too late to wake the world up.

This month: **THE EDUCATION OF YOUR CHILDREN LINKED TO NUCLEAR DISASTER**

ADDISON-WESLEY SCHOOL GROUP
Textbook publisher associated with...

CHESSINGTON WORLD OF ADVENTURE
Theme park spoken of occasionally by...

SUE HUNTLEY
Well-known hippo fan and art editor of...

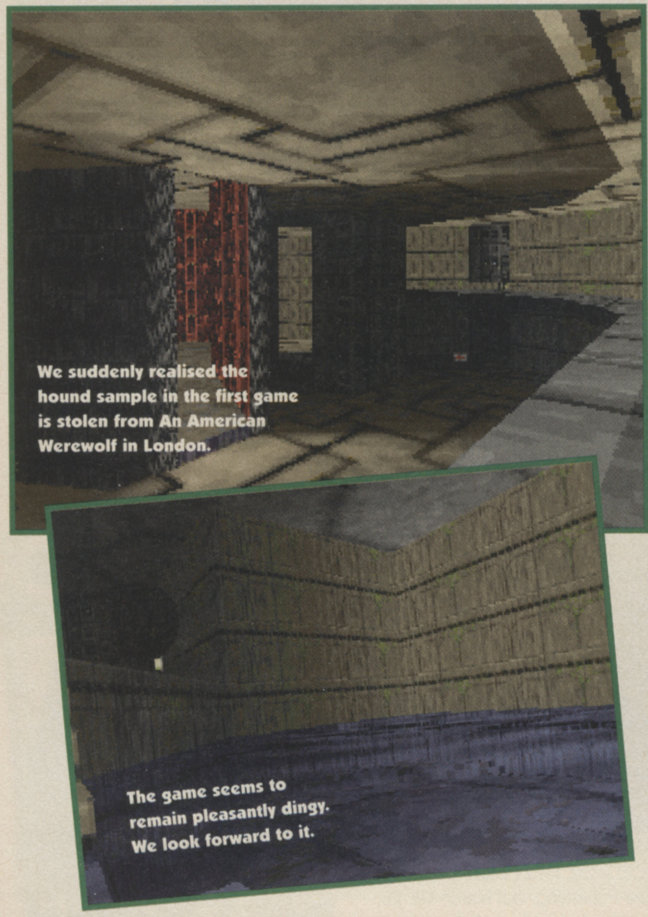
AMIGA POWER
Haemorrhaging magazine denied medical assistance by...

SINISTER MEGA GLOBAL CORPORATION
Stealthy moneymen behind...

FEDERAL AND CAPITOL
Publishing mouthpiece of...

THE AMERICAN GOVERNMENT
Infinitely devious organisation which...

INEPTLY LET THREE-MILE ISLAND MELT DOWN



We suddenly realised the hound sample in the first game is stolen from An American Werewolf in London.

The game seems to remain pleasantly dingy. We look forward to it.

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.

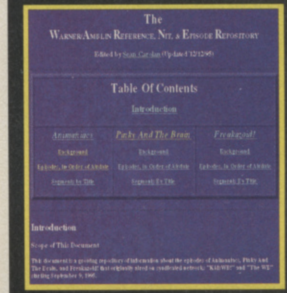
8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

AMIGA POWER

OUR NET (HALF) PAGE



The
Warner/Amblin Reference, Nit, & Episode Repository

Edited by Sean Carolan (Updated 12/12/95)

Table Of Contents

Introduction

Animaniacs	Pinky And The Brain	Freakazoid!
Background	Background	Background
Episodes, In Order of Airdate	Episodes, In Order of Airdate	Episodes, In Order of Airdate
Segments by Title	Segments By Title	Segments By Title

Introduction

Scope of This Document

This document is a growing repository of information about the episodes of Animaniacs, Pinky And The Brain, and Freakazoid! that originally aired on syndicated network "Kids WB!" and "The WB" starting September 9, 1995.

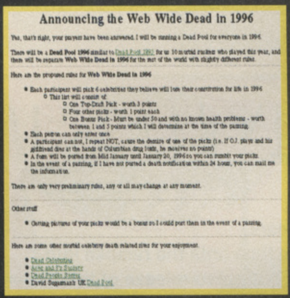
Try futilely to poke holes in the world's pickiest examination of Warner Bros cartoons!

http://www.exit109.com/~hubcity/warner/warner.htm

strange days
lenny
retinal fetish
2000

Appease furious art editors with pictures of Ralph Fiennes!

http://www.strangedays.com



Announcing the Web Wide Dead in 1996

Yes, that's right, your prayers have been answered. I will be running a Dead Pool for everyone in 1996.

There will be a **Dead Pool 1996** similar to Dead Pool 1995 for us 10 mortal suckers who played this year, and there will be separate **Web Wide Dead in 1996** for the rest of the world with slightly different rules.

Here are the proposed rules for **Web Wide Dead in 1996**

- Each participant will pick 6 celebrities they believe will lose their constitution for life in 1996
  - This list will consist of:
    - One Top-Draft Pick - worth 3 points
    - Four other picks - worth 1 point each
    - One Bonus Pick - Must be under 50 and with no known health problems - worth between 1 and 5 points which I will determine at the time of the passing.
- Each person can only enter once
- A participant can not, I repeat NOT, cause the demise of one of the picks (i.e. If O.J. plays and his girlfriend dies at the hands of Columbian drug lords, he receives no points)
- A form will be posted from Mid January until January 20, 1996 so you can submit your picks.
- In the event of a passing, if I have not posted a death notification within 24 hours, you can mail me the information.

These are only very preliminary rules, any or all may change at any moment.

Other stuff

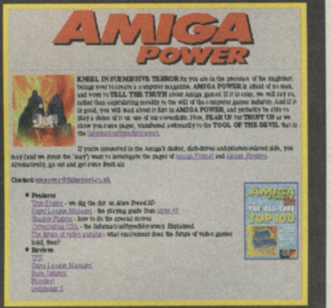
- Getting pictures of your picks would be a bonus so I could post them in the event of a passing.

Here are some other morbid celebrity death related sites for your enjoyment.

- Dead Celebrities
- Jane and I's Society
- Dead People Server
- David Sugarman's UK Dead Pool

Place your bets with the Dead Pool!

http://www.pitt.edu/~jwast8/Dead96-info.html



AMIGA POWER

KNEEL IN SUBMISSIVE TERROR for you are in the presence of the mightiest beings ever to create a computer magazine. **AMIGA POWER** is afraid of no man, and vows to **TELL THE TRUTH** about Amiga games. If it is crap, we will say so, rather than capitulating meekly to the will of the computer games industry. And if it is good, you will read about it first in **AMIGA POWER**, and probably be able to play a demo of it on one of our coverdisks. Now, **FEAR US** but **TRUST US** as we show you some pages, transferred awkwardly to the **TOOL OF THE DEVIL** that is the InformationHyperMotorway.

If you're interested in the Amiga's darker, disk-drives-and-printers-related side, you may (and we stress the 'may') want to investigate the pages of Amiga Format and Amiga Shopper. Alternatively, go out and get some fresh air.

Contact: amppower@futurenet.co.uk

- **Features**
  True Stories - we dig the dirt on Alien Breed 3D
  Super League Manager - the playing guide from issue 42
  Shadow Fighter - how to do the special moves
  Cybercruising USA - the InformationHyperMotorway. Explained.
  The future of video gaming - what excitement does the future of video games hold, then?
- **Reviews**
  UFX
  Super League Manager
  Base Jumpers
  Bloodnet
  Lemmings 3

Subscribe to the £3.99 AP and get a free game! (Apparently.)

Trust us, your friends, to rush you through Customs.

FutureNet

http://www.futurenet.co.uk/,amigapower,
amigapower,/games/amigapower.html

AMIGA POWER RECOMMENDS

Games guaranteed to poke out your eyes and plead with you to buy them.

ZEEWOLF 2

(AP57, 90%)
With the surprise impact of a TV whodunnit, the sequel to *Zeewolf* again involves flying around in a helicopter and shooting everything. This time you also get to drive tanks and pilot boats, blow up oil wells, and prevent nuclear meltdowns, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Supreme arcade fun, which ironically makes the slow A500 version all the more annoying.

SWOS 1996

FOREST 0-3 NOTTS COU

(AP57, 96%)
The lack of a wall (untimely rip't and all that) means we can hear Amiga Format a lot more than we want to. Recently they've set up a league for this, the debugged, rejigged *SWOS*. Matches happen in this manner. "Ghgh." "Yes – yes – YEEEEEEESSS!" "It's my keeper! He's rubbish!" "Ha ha ha ha." "Cocky French git." "OH! MY! WORD!" "Aaarghh!" "I hate everyone and my keeper." No music is loud enough.

CIVILIZATION

(AP57, 93%)
As civilisation collapses about one's ears, what better way to pass the remaining time until the relapse into pre-industrial feudalism than with the budget re-release of this Sid Meier game about finding bits of the world and taking them over? We're convinced one day he'll manage to link all his games together to form everything – but on the Amiga.

SUPER TENNIS CHAMPS

TENNIS CHAMP

(AP56%, 92%)
Slightly marred by the exemption of women and mixed doubles (you have to buy them as data disks) *Super Tennis Champs* nonetheless slouches comfortably as the Amiga's greatest tennis game. All that could be wished for is found here. And, in a way, we begat it. Please – no thanks are necessary.

ALIEN BREED 3D

(AP56, 91%)
Besting *Breathless* with its understanding of what makes a game fun, *AB3D* remains the champion *Doom* – but on the Amiga contender. We pin a medal upon it for the world's finest explosions in a computer game without even pinching its skin for a cheap laugh.

COMMERCIAL BREAK NO 47

(Scene: An obviously fake graveyard. The rapidly diminishing hesiodic theogony that is AMIGA POWER stands awkwardly in line, looking defiantly into camera. Long pause.)

VOICE *(off)*: Now. Now. Go on.

FIRST MEMBER OF AMIGA POWER *(mechanically)*: We're pleased to be able to tell you of a new magazine from Future Publishing *(Voice rises)* OUR SIN– *(Obvious jump cut. First member of AMIGA POWER has disappeared.)*

SECOND MEMBER OF AMIGA POWER: Continuing Future Publishing's tradition of spotting a market niche and filling it, Dead Magazine is packed with news and in-depth features for the dead.

THIRD MEMBER OF AMIGA POWER: I'm being compelled to tell you Dead Magazine is out on March 1st. It will cost £5. *(Lips go thin.)* *(Long pause.)*

VOICE *(off)*: And there's a free sample...

THIRD MEMBER OF AMIGA POWER: That's tautology, you cretin.

VOICE *(off)*: And there's a free sample...

THIRD MEMBER OF AMIGA POWER: And. There's. A. Free. Sample. In. This. Month's. Issue. Of. AMIGA. POWER. *(Smothered arguments from off-camera. First member of AMIGA POWER is pushed into shot, wearing a burial suit and with green make-up. Walks pointedly behind gravestone. Crouches. Stands up.)*

FIRST MEMBER OF AMIGA POWER: That sounds great. I'll have one.

OTHER MEMBERS OF AMIGA POWER: Aaarghh.

VOICEOVER: Dead Magazine, from Future Publishing. Out March 1st. £5. *(Everyone has walked off the set.)*

DEAD
Magazine
WELCOME TO HELL
Your rights on damnation

Rescuing puppies from drowning he's...

THE DISSEMINATOR

He prints the scores from the three Amiga games magazines without judgment. You read, listen and understand. Then you do what you have to do. We place ourselves in his hands, confident we have nothing to hide.

	The One	Amiga Action	AP
ATR	85%	‡88%	38%
Brutal	69%	‡90%	27%
Coala	90%	89%	78%
Citadel	—	67%	67%
Dungeon Master 2	—	85%	50%
Fears	87%	92%	40%
Flight of the Amazon Queen	91%	87%	‡84%
Hillsea Lido	80%	87%	54%
Hollywood Hustler	†84%	67%	35%
Kingpin	78%	84%	47%
Pinball Mania	—	‡72%	11%
Speris Legacy	—	‡86%	—
Star Crusader	—	90%	—
Super League Manager	52%	34%	89%
Super SF2 Turbo	—	‡85%	—%
Super Tennis Champs	93%	88%	‡92%
Thomas the Tank Pinball	—	81%	17%
Timekeepers	89%	*87%	82%
Turbo Trax	79%	92%	46%
Virtual Karting	—	64%	80%
Wheelspin	84%	†23%	—
Worms	94%	‡94%	60%

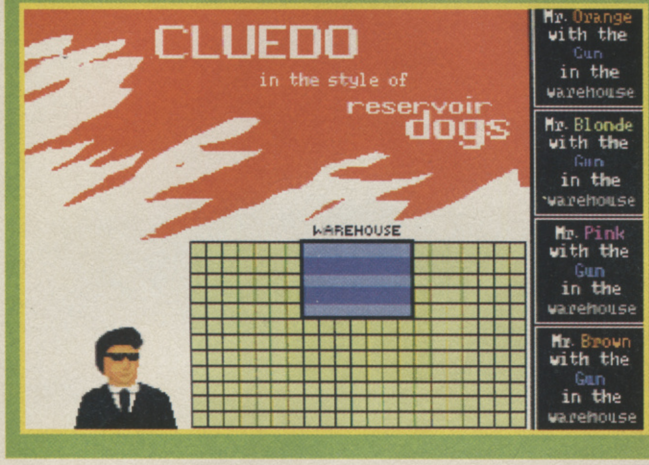
† Later to emerge as a full game on their coverdisk
‡ Cover illustration of review issue
* On sale through magazine in "special offer"

IN THE STYLE OF...

This month's In The Style Ofs... have been a pitiful bunch and we COMMAND you to try harder. We also COMMAND you to wipe all pictures involving *SWOS* or *Lemmings* from your minds. Any pictures involving small footballers or lems will be instantly binned. HEED OUR WORDS.

And so to the winner. Reservoir Dogs In The Style Of... Cluedo is a funny picture, confidently executed, that displays a fine grasp of the Repetitive Punchline joke. We have no hesitation in awarding it 7/10, meaning its artist will receive £140 of games. Except we haven't the faintest idea who drew it because there's no address on the disk. We therefore reduce the winner's score to 3.5/10, meaning he or she will be sent £70 of games once we find out who they are. For heaven's sake.

If you have an In The Style Of..., send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And tell us what model of Amiga you own.


CLUEDO
in the style of
reservoir dogs
WAREHOUSE
Mr. Orange with the Gun in the warehouse
Mr. Blonde with the Gun in the warehouse
Mr. Pink with the Gun in the warehouse
Mr. Brown with the Gun in the warehouse

ON SALE NOW!

arcane
the roleplaying magazine
The Cyberpunk 2020 kids come of age in a new RPG...
CYBER GENERATION
... and we review it
Strangeness and Charm
Add zest to your characters
Mr Smith's Emporium
A trans-dimensional roleplaying experience
Warhammer Fantasy Battle
The Orcz invade your PC
SKOOL ROOLZ
A fantastic full RPG inside!

SLAM TILT

AMIGA POWER PREVIEW

Runs on: A1200
Publisher: 21st Century
ETA: April

We hope this isn't by Spidersoft, we really, really do. Apprehensively we examine the preview screens. One of the last is the company logo. It's for Liquid Design, of which we have never heard.

"They're a Swedish group. Like Digital Illusions, who did *Pinball Illusions*," says Helen Nicholas of 21st Century. "Except they're nothing to do with them."

Mm-hmm. But tell us briefly of the game.

"There are four tables, called Night of Demons" – already we like the slightly wrong English – "The Pirate, Ace of Space and Mean Machines. There's obviously a multiball – you can get up to four balls at once – and there are video modes as well. For example, in Night of Demons you have to move a target to shoot the werewolf. Otherwise he tears your head off."

Sorry?

"That's the other thing – the LED animations are a bit more violent than usual. But funny. Like Pulp Fiction."

We salute your linking powers.

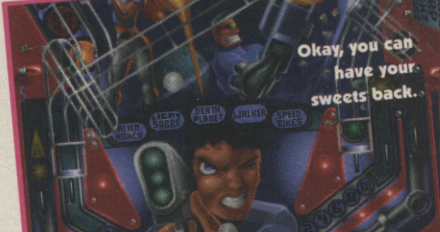
"But I'm coming down next week to show you the game, anyway."

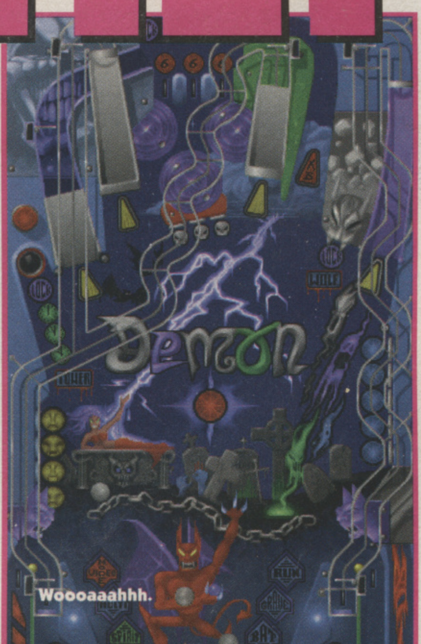
Yes, but we need to know something for the last news piece in the magazine.

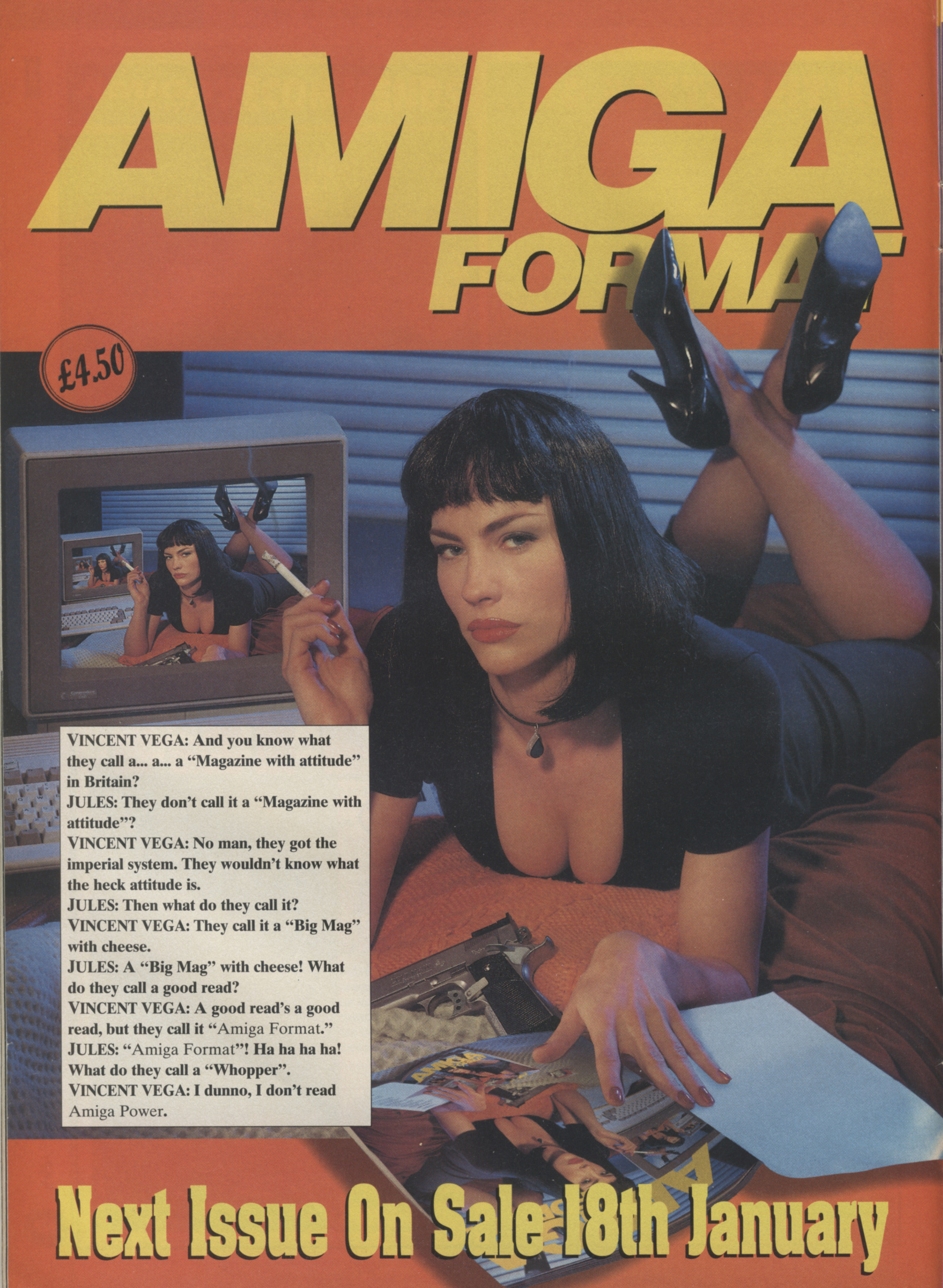
"Which you've just written."

So we have. Praise be.

● *JONATHAN NASH*


Okay, you can have your sweets back.


Woooaaahhh.



VINCENT VEGA: And you know what they call a... a... a "Magazine with attitude" in Britain?
JULES: They don't call it a "Magazine with attitude"?
VINCENT VEGA: No man, they got the imperial system. They wouldn't know what the heck attitude is.
JULES: Then what do they call it?
VINCENT VEGA: They call it a "Big Mag" with cheese.
JULES: A "Big Mag" with cheese! What do they call a good read?
VINCENT VEGA: A good read's a good read, but they call it "Amiga Format."
JULES: "Amiga Format"! Ha ha ha ha! What do they call a "Whopper".
VINCENT VEGA: I dunno, I don't read Amiga Power.

Next Issue On Sale 18th January

Working on AMIGA POWER is becoming increasingly like starring in one of the higher-class mystery films. We'll all be sitting around a big table clasping hands in terror as the clock strikes twelve when – BLINK! – the lights go out, and when they come back on SOMEONE ELSE HAS VANISHED.

Which sort of prompted us to think, what would happen if we were cast into a desolate wilderness of our choice,

JUST HOW DO WE THINK WE'D FARE?

SUE HUNTLEY

The prospect of living off the land didn't worry the Queen Of Art Eds in the least. "I'd choose a jungle," she said. "There I'd befriend a hippo, because they can bite a man in half. I'd quickly fashion a saddle from vines and other natural resources, then ride around exactly like Jana of the Jungle." But on a hippo. "Yes." And biting men in half. "Yes. But only pith-helmeted hunters."

MARTIN AXFORD

"I'd also choose a jungle," offered Martin The Prod Ed. We swiftly banned enlisting bestial assistance on the grounds it entailed Tarzan (or, indeed, Jana) being orphaned and raised by animals, which clearly hadn't happened in his case. "Might have." No it didn't. "I don't care," scoffed Martin. "I wanted to be in the jungle because I am lord of the berries and have secret berry knowledge, and am therefore able to feast on the bountiful berry crop without fear of poisoning myself. Nyer."

JONATHAN NASH

"I'd prefer an icy wasteland," plumped Jonathan. "Doc Savage, for example, had a Fortress of Solitude in the Arctic, and I'd undoubtedly benefit from a little peace and quiet." He nodded thoughtfully, then broke free of the restraints. "IT'S ALL A LIE! THEY'RE NOT ONLY CHEATING US, THEY'RE CHEATING YOU! IS THIS HOW TO REPAY READER LOYALTY?" Bullets failed to stop him and he fled to Canada.

DAVE GOLDER

"I'd have to choose the icy wasteland, because I'd be bound to stumble into the nearest jungle quicksand pit," said Dave. "But I'd have to insist on taking some supplies." No food or equipment, we reminded him sternly; that would be cheating. "Oh, never mind all that. Just kit me out with a selection of fashionable snowboots so I can impress any snow-bunnies I meet."

JONATHAN DAVIES

"I'd be delighted," said Jonathan. At which? we asked. "Either. The prospect of spending a few weeks in total isolation from the rest of humanity and their wretchedly one-track conversation appeals to me greatly. In fact," he mused, "I'd do my best never to be discovered again." We left him standing strangely distant.

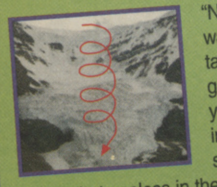
STEVE FARAGHER

"No problem," grinned Steve. "I'll go for the Arctic, because I've studied survivalism under the master." What, some sort of Inuit mentor? "No, Billy Connolly. His television programme revealed that icebergs speak to you with their creaks and groans, and I'm sure they'd point me towards sustenance and shelter if I asked politely." So how do you say hello in iceberg? "Oooork. Eee-e-eeerk," translated Steve. And AMIGA POWER? "Oh, that's the sound of a glacier sliding into the sea," he chuckled mischievously.

STUART CAMPBELL

"It depends if there any wine-gum trees in this jungle wilderness," parried Stuart. No, we replied. "Then I'd choose an icy wasteland and wait until the survivalists had gone, then hide down a penguin burrow to elude predators and call for help on my mobile phone." But you wouldn't have your mobile phone. "Yes I would." But you wouldn't. "You think I'm going out on an ice-floe without my mobile phone? What are you, stupid or something, or what?"

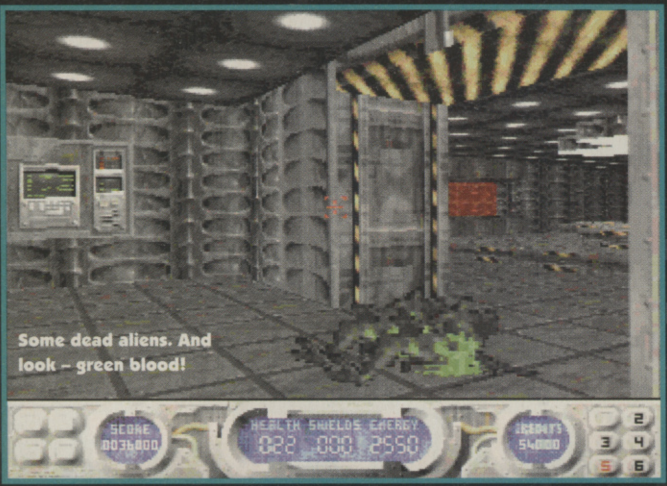
CAM WINSTANLEY

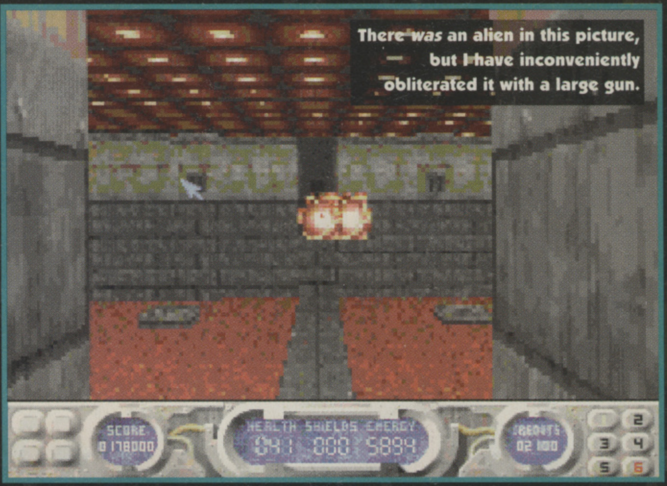


"Now I'm in trouble either way," pointed out Cam. "I'm tall and slimly-built, which as genetic traits are fine if you're a Masai tribesman into exposing your maximum surface area for rapid cooling, but useless in the Arctic. And I drink almost constantly," he added, "which means I'd dehydrate in minutes in the jungle, feel faint, fall over and hit my head on a rock and fall prey to Sue's hippo, or something. Nope, I'd be dead meat. I'm staying in Bath." He turned to leave, tripped over a slow-moving elderly woman and fell under a bus.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather not survive.

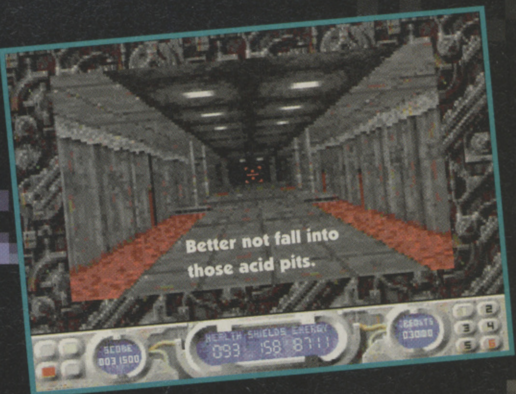

Some dead aliens. And look – green blood!


There *was* an alien in this picture, but I have inconveniently obliterated it with a large gun.

BREA

adj **breathless out of breath; with the breath taken away from excitement.**

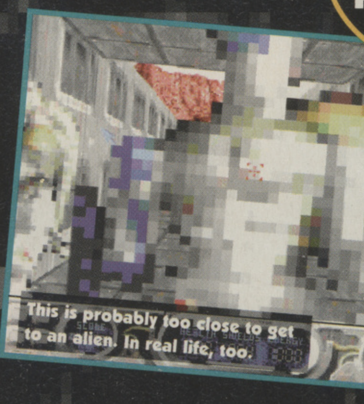
Runs on: A1200 (graphics accelerator recommended)
Publisher: Power Computing
Authors: Fields Of Vision
Price: £30
Release: Out now

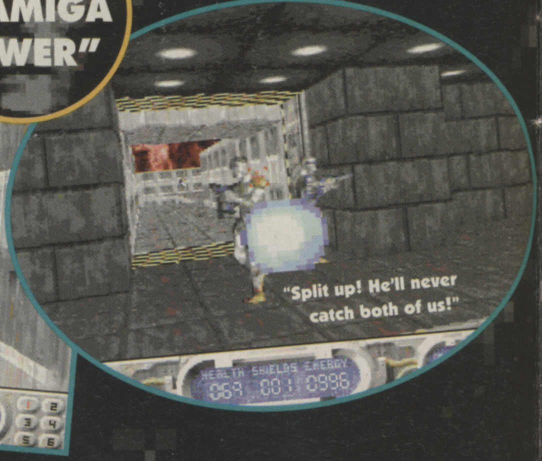

Better not fall into those acid pits.

Now. You might be looking at these pictures and you might be saying this: "Those idiots at AMIGA POWER – they've accidentally gone and reviewed *Fears* again. Or perhaps *Alien Breed 3D*." But you'd be wrong, so wrong, to think that. This is *Breathless*, and it's the fourth (by my counting) serious attempt at doing *Doom* – but on the Amiga. And sadly for it, it's also a *Doom* – but on the Amiga too far. And at that you might be saying "But for why, Stuart? It looks smashing", and so here are the things I would say in response:

Picture the scene: you are the fourth attempt at doing *Doom* – but on the Amiga. You have previously seen *Gloom* be fantastic and bloody, if perhaps a little heavy on the slaughter and a little light on the strategy (which is, in fact, perfectly fine, but that's another story). You have previously seen *Fears* look very lovely indeed, but commit a series of idiotic sins and end up being a bit hateful. And you have previously seen *Alien Breed 3D* be *Alien Breed* –

> **"Idiots at AMIGA POWER"**

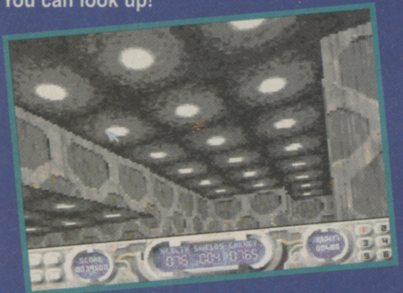

This is probably too close to get to an alien. In real life, too.


"Split up! He'll never catch both of us!"

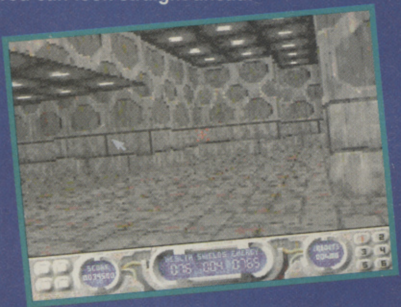
IT'S A GIMMICK!

Breathless is distinct from other *Doom* – but on the Amiga games (and, indeed, from *Doom* itself) in that it boasts a looky-uppy-downy feature. Here is how it works:

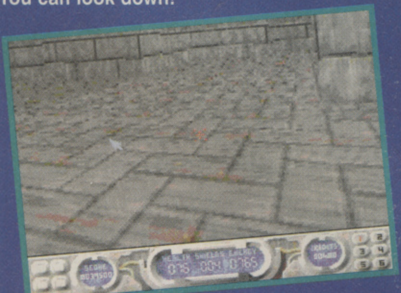
You can look up!



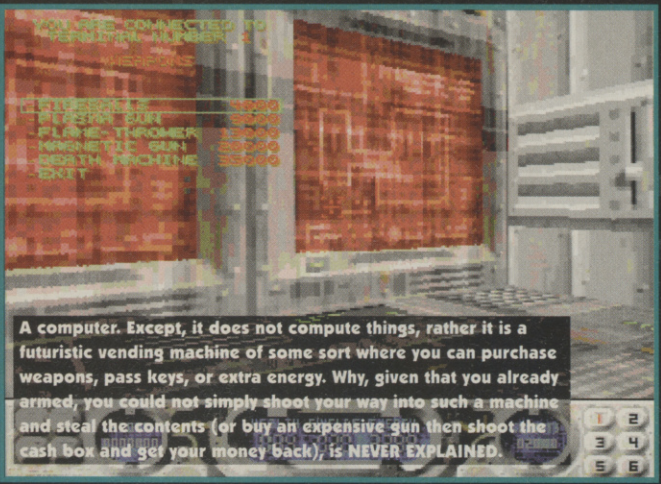
You can look straight ahead!



You can look down!



Sadly, this plays almost no active or worthwhile part in the game, as practically all the bits you can look up or down into can be seen perfectly well in the normal look-straight-ahead manner, and being able to shoot baddies above or below you is handled automatically by nearly every other *Doom* game anyway. It is, though, undeniably a nice touch. A round of applause for that, if you please.

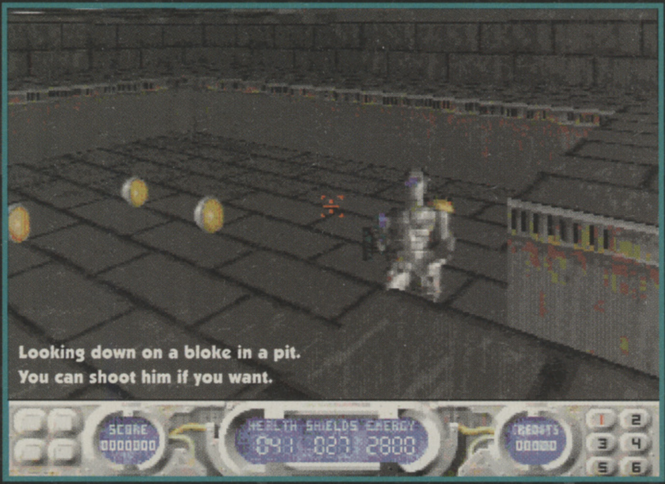


```
YOU ARE CONNECTED TO
 TERMINAL NUMBER 1

      WEAPONS

-FIREBALLS          4000
-PLASMA GUN         9000
-FLAME-THROWER     13000
-MAGNETIC GUN      20000
-DEATH MACHINE     35000
-EXIT
```

A computer. Except, it does not compute things, rather it is a futuristic vending machine of some sort where you can purchase weapons, pass keys, or extra energy. Why, given that you already armed, you could not simply shoot your way into such a machine and steal the contents (or buy an expensive gun then shoot the cash box and get your money back), is NEVER EXPLAINED.



Looking down on a bloke in a pit. You can shoot him if you want.

ATHLESS

but in 3D. You're trying to think of an 'angle' with which to distinguish yourself from the competition, which you've had the luxury of checking out in great depth. You think, perhaps, of this:

"Well, for a start, all previous *Doom* – but on the Amiga games have been set in pretty much the same kind of scenario, and the corridors-and-rooms-on-some-sort-of-moonbase-and-outside-bits-with-lava-pits-in-them formula is getting a bit threadbare. Perhaps I could set myself in some new and exciting kind of place – maybe a spooky mystery mansion (which would, let's face it, have a lot more reason for being stuffed with secret passageways and hidden rooms, for a start), or maybe a Victorian sewer system populated by the ghosts of drowned construction workers, or even some kind of gigantic science-laboratory maze from which the player, as a much-experimented-on and pissed-off lab rat, is attempting to escape. For example. Or, on the other hand, I could just rip off everybody else and be yet another space-station potboiler with mutated human soldiers and aliens that look a bit like the ones in Aliens as enemies. Yes, that'll do."

MAGICAL MYSTERIES

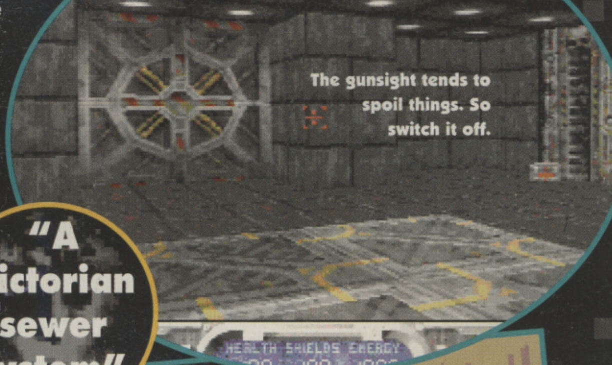
That done, you begin to ponder the magical mysteries of making it good.

"Now, the really great thing about *Doom*, the thing that really made everyone fall for it, was that it had a believable atmosphere. That doesn't just mean that it looked realistic, but also that the enemies you found there behaved in a plausible manner – they were found in the sort of places you'd expect them to be found, they would wander around quite happily going about their own business until they noticed you (so you could sometimes sneak up and shoot them in the back), and then they attacked you in a vicious but convincing way, ie they sometimes missed. Where something like *Fears* fell down was that the enemies were nearly always found just hanging around doors waiting for you to open them, or invariably all spotted you simultaneously the instant you walked into an area, as if they'd all been simply staring all day at the spot where you would arrive, and immediately slaughtered you in a withering crossfire of infallible pinpoint accuracy. I'd better be careful that, for example, my enemies don't behave in exactly the same way as that."

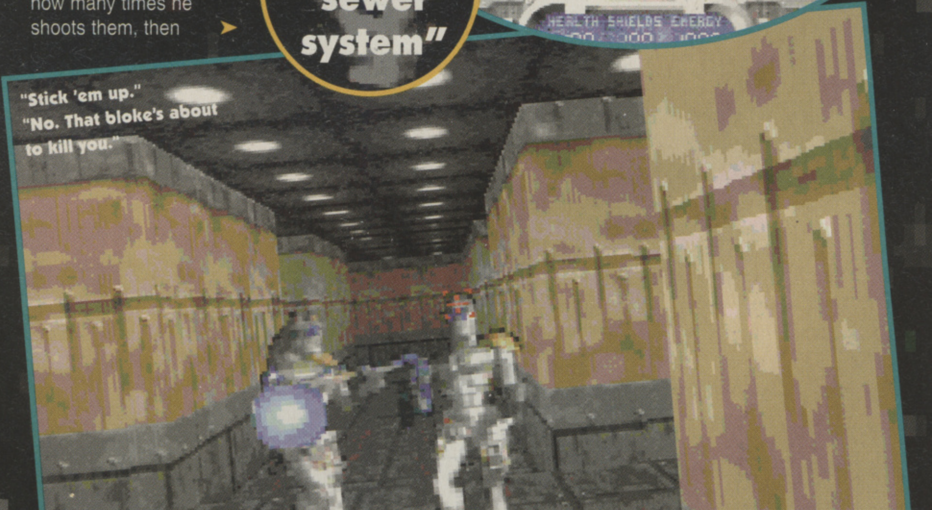
But wait a minute. That could call for some careful, painstaking design.

"Actually, no, on the other hand I can't be bothered. I'll just stick 'em all behind the doors, it'll be harder that way. And to make it even harder, I'll make them attack by charging right up against the player regardless of how many times he shoots them, then ➤

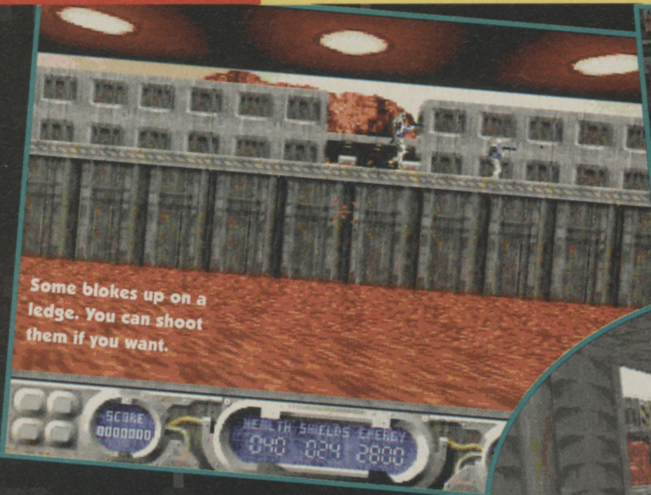
"A Victorian sewer system"



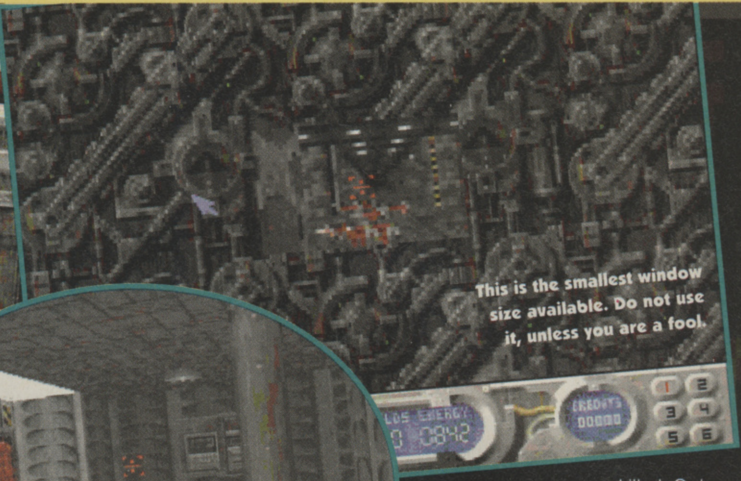
The gunsight tends to spoil things. So switch it off.



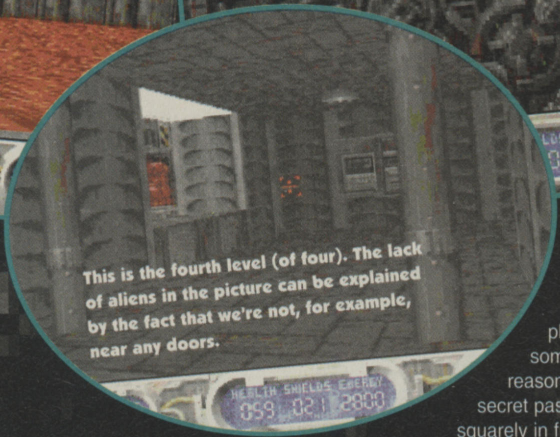
"Stick 'em up."
"No. That bloke's about to kill you."



Some blokes up on a ledge. You can shoot them if you want.



This is the smallest window size available. Do not use it, unless you are a fool.



This is the fourth level (of four). The lack of aliens in the picture can be explained by the fact that we're not, for example, near any doors.

shuffling around his body so that he has to slowly turn round, taking hits all the time, before he can get them in his sights. And I'll make sure there's nearly always three or four of them at a time, too, and with no auto-repeat on his guns, so he has to hammer at the keyboard like a demented drummer with only one drumstick. And he won't be needing any of those fancy joystick or mouse control options, either."

HELLO GOODBYE

Right. You've got the difficulty sorted out. But there's more than one string to this particular bow – one of the best things about *Gloom* was its superb pacing. How best to ensure that the game keeps rollicking along at a cracking rate, for that constant, exhausting, adrenalin-pumping excitement?

"Hmm. Tricky. It would be terribly easy to fall into the old trap of extending the game's life by forcing the player to constantly trek backwards and forwards over previously-explored and cleared terrain by, for example, putting switches at the opposite end of a level to the doors they open. Yes, that would be terribly easy."

But you can't, of course, just reduce the game to lots of aimless traipsing around occasionally interrupted by frantic bouts of keyboard-shattering gunfights. You'll need other stuff for the player to do – treasure and weaponry to collect, secret stuff to find, all that malarkey.

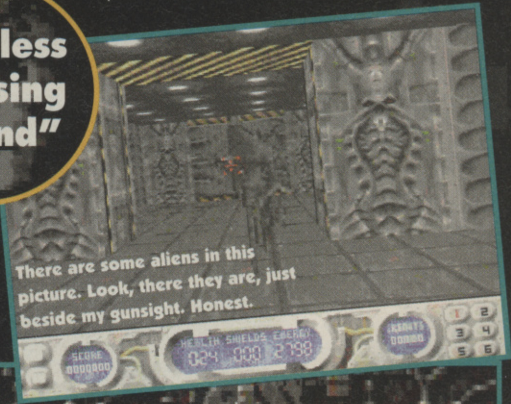
"How hard can that be? The only way I could possibly mess it up would be to have, for example, weapons collected by buying them from a computer terminal, like some kind of absurd flamethrower vending machine, which is clearly a stupid idea compared to finding them lying around in the aftermath of a terrible alien invasion, or stealing them from enemies you've just killed. Or by showing the location of secret passages on the automatic map facility, somewhat defeating the object of their being 'secret' in the first place. Although that would compensate somewhat in the eventuality that, for some reason, you could only open doors and secret passages by standing infuriatingly squarely in front of them, which would otherwise make looking for secret entrances an extremely tedious and time-consuming operation. I suppose."

Oh yeah. You *have* remembered the map facility, haven't you?

"Of course. What do you take me for, the kind of idiot who would have a map facility that you couldn't move around in? For example."

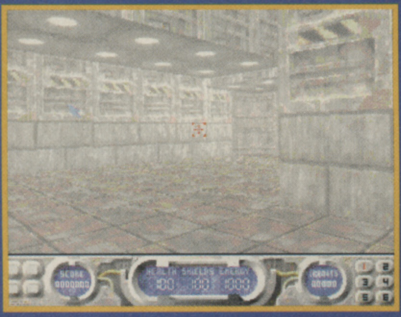
Well, I think that's pretty much everything covered. With a bit of luck, there's just time to have a quick check for

"Aimless traipsing around"



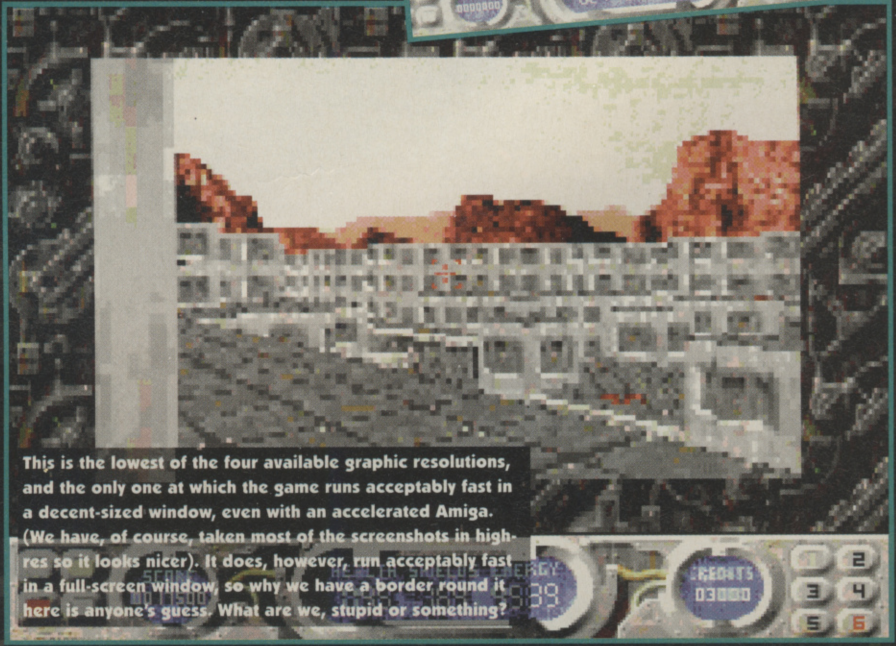
There are some aliens in this picture. Look, there they are, just beside my gunsight. Honest.

IT IS FOGGY!



It is foggy. But it is indoors.

How has this happened? Send your answers to It Is Foggy, Despite Being Indoors, For This Reason, Stuart, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and win 20 copies of *Mortal Kombat* in a big box.



This is the lowest of the four available graphic resolutions, and the only one at which the game runs acceptably fast in a decent-sized window, even with an accelerated Amiga. (We have, of course, taken most of the screenshots in high-res so it looks nicer). It does, however, run acceptably fast in a full-screen window, so why we have a border round it here is anyone's guess. What are we, stupid or something?

BUT STUART, THAT'S NOT FAIR

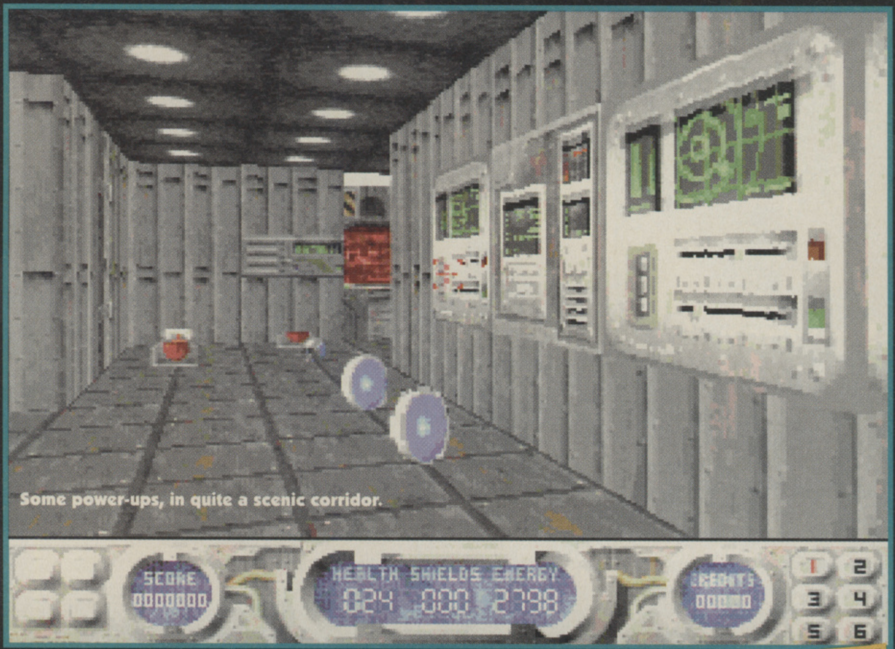
An exciting new regular, and self-explanatory, column.

"But Stuart, you can't slag it off just for having the same scenario as all the other *Doom* games in the world. They've done it like that on purpose, so it will be Just Like *Doom*."
Hitler started World War 2 on purpose. That didn't make it a good idea. You wouldn't, I trust, expect us to give him 95% for having so successfully achieved the aim of Starting A World War, when it was clearly a bit of a duff aim in the first place. So SHUT UP.

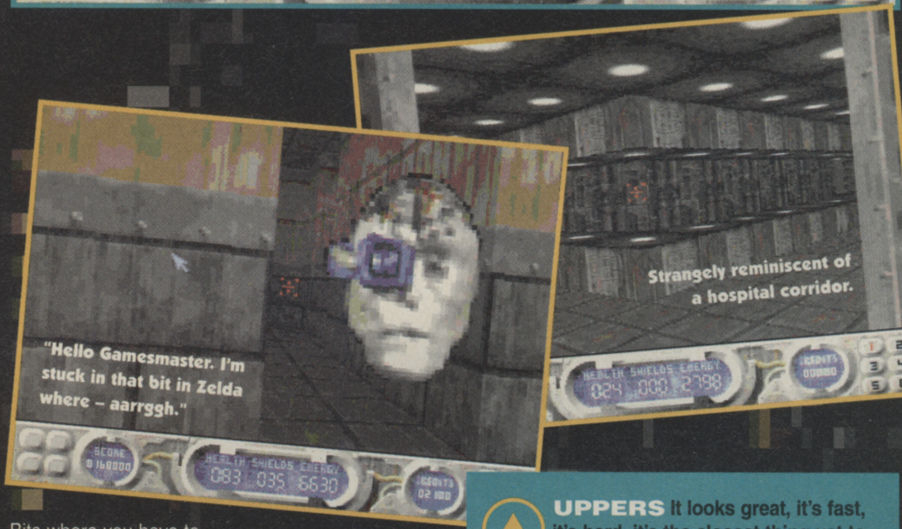
"But Stuart, I just want to play *Doom* – but on the Amiga, and I simply want to know which of the alternatives available to me is the best one, not listen to you bang on about principles of good games and stuff."
If that's all you want to know, then here's the answer: *Breathless* is the closest thing on the Amiga so far to the original *Doom*. If that's more important to you than whether it's actually a good game or not, then go and buy it, otherwise get *Gloom*. There, I've told you. So SHUT UP.

"But Stuart, 56 percent? Don't you care about the future of the Amiga?"
Of course I do. But not as much as I care about THE TRUTH. So SHUT UP.

"But Stuart, I actually *like* trudging back and forth up and down dark grey corridors for hours and hours, occasionally blasting a few aliens who were hiding behind a door waiting for me. In real life, too."
Didn't I already tell you to SHUT UP?



Some power-ups, in quite a scenic corridor.



"Hello Gamesmaster. I'm stuck in that bit in Zelda where – aarrggh."

Strangely reminiscent of a hospital corridor.

some of those obvious annoying flaws that sometimes sneak through at the end if you're not paying attention.

HELP

So: stupid, almost illegible copy protection that's actually easier to use after you've photocopied it?

"Check."

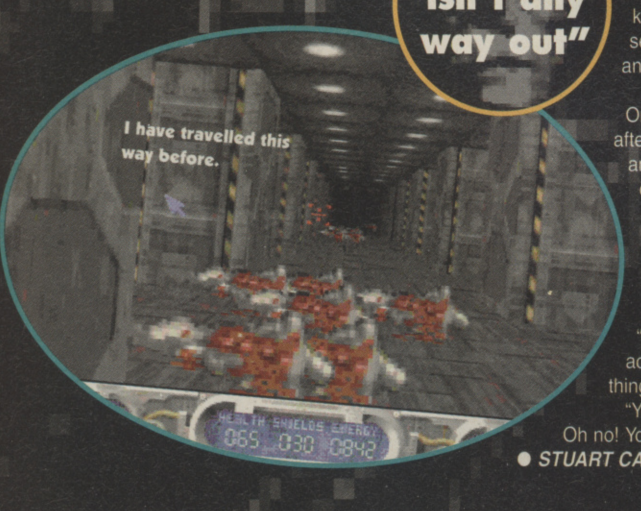
Lava pits that you can fall into but that there isn't any way out of except dying?

"Check."

Long corridors lined on either side with lots of little vestibules that – shock! – enemies are hiding in?

"Check."

"There isn't any way out"



I have travelled this way before.

Bits where you have to jump down a wall that you can't get back up, but with no sign of whether or not going down might be a good idea?

"Check."

Fantastically irritating teleporters that transport you right back to the start of a level without any kind of warning, when you've just spent 20 minutes fighting your way through to them in the first place?

" "Check."

Having no status screen at the end of each stage to let you know whether you've found all the secret rooms, killed all the enemies and so on?

"Check."

Only giving the player three lives, after which he must agonisingly re-do anything up to five previously-completed stages, since the game is constructed as four levels of five stages each, with passwords only available for each full level?

"Check."

Hang on. When you say "Check", you don't mean that you actually *have* included all these things, do you?

"Yes. Isn't that what you meant?"

Oh no! Your wife's going to kill you!

● *STUART CAMPBELL*

UPPERS It looks great, it's fast, it's hard, it's the closest thing yet to the original *Doom*. But on the Amiga.

DOWNERS But it's designed in the laziest, most witless way imaginable, stuffed full of many of the flaws that made *Fears* so unpleasant, but without the level editor that made *Fears* a bit less unpleasant. And there's no deathmatch game, either.

THE BOTTOM LINE

Technically lovely, there's no denying it (even on an ordinary A1200), and easily the best attempt so far at a direct clone (albeit one done by people who've more or less completely failed to grasp the whole point of the original). But you won't care, because by halfway through level two you'll be sound asleep. In 2D, it'd be drivel, and that means that in 3D it's drivel – but in 3D. This is AMIGA POWER. Hear no lies.

56 PERCENT

THE BOTTOM LINE

A500 Absolutely no chance. But you could play *Gloom Deluxe*. If you had an accelerator. And 2Mb of memory.

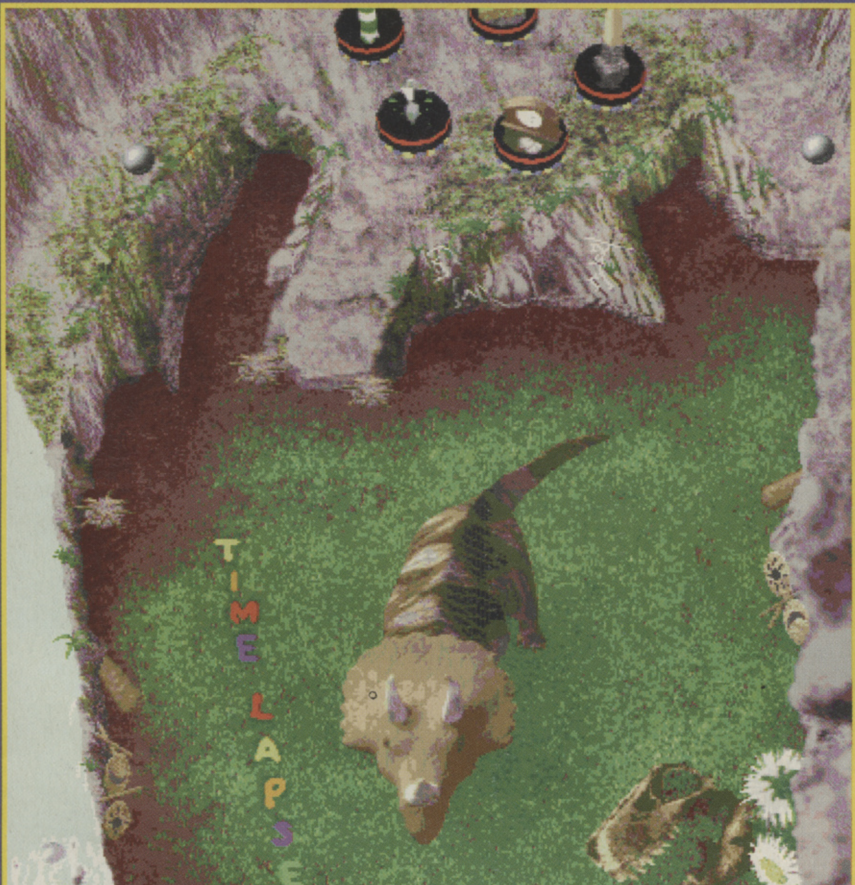
PINBAL
PRE

So when do we get the main bit then?

THE PAST

The first of the three tables, Past is also the simplest. Combinations of loops, ramps and tricks will light the TIMELAPSE letters one at a time. When you've done this, you're ready to open the exit portal behind the dinosaur's tail and pop your balls through it. Rather disappointingly this removes them from play, although you do get a bundle of points for doing it. The Past is probably the most ordinary of the three tables, although the club-shaped flippers do make your life more interesting. And there are some excellent features such as the rubber ball. But then you know all this. You've played the coverdisk demo, haven't you? Right. I'll shut up then.

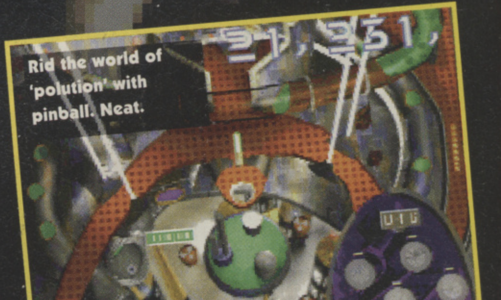
INDIVIDUAL PINBALL TABLE RATING: ★★★★



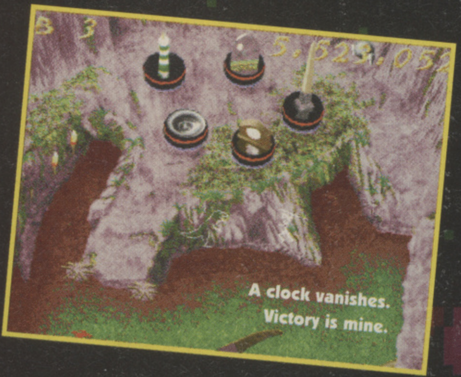
Runs on: A500, A600, A1200
Publisher: Effigy Software, Effigy Emporium, Station Yard, Station Road, Ruskington Lincs NG34 9HL. Tel (01526) 834020
Authors: Philip Sharpe (code), Valan Chan (graphics), Philip Sharpe, Ian Jenkins and Graham Cray (sound)
Price: £20
Release: Out now

Few things fill my heart with such joy as pinball. Truly it is a noble sport with its flashing lights, glamorous tables, hot ballistic action and friendly multi-playerness. An evening in a public house with a few pints of *("Cream Soda" – Ed)*, some stirring tunes on the jukebox and a collection of close friends is greatly improved by the introduction of a pinball table. Small rivalries will surely ensue, a wager or two may be made and the grey ugliness of winter will stay safely locked outside.

Should you live as I do in a first-floor flat with a narrow ricketty staircase, and, indeed, a burning van parked in the street, then a game of pinball during a quiet evening at home, perhaps after watching an intriguing documentary about elephants, is regrettably precluded. Thank heavens, then, for the trusty (if slightly battered these days) Amiga and its pantheon of pinball simulations. Of which this is another one.


Rid the world of 'polution' with pinball. Neat.

LL
ELUDE



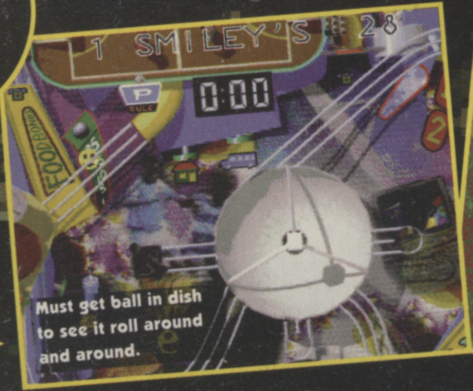
A clock vanishes. Victory is mine.

LEPRUDE

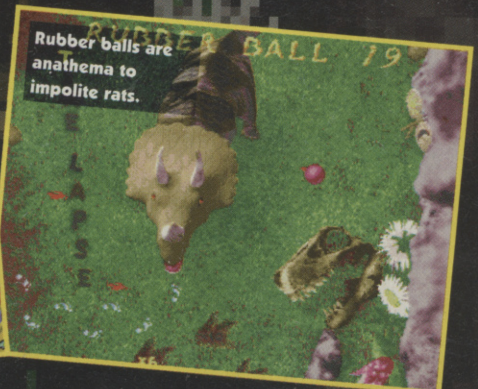
Pinball Prelude is not quite like the majority of pinball games. There are things on its three tables (imaginatively named Past, Present and Future) that you would not see on real ones, innovations such as oddly-shaped flippers, impractically expensive sub-games, irregularly-shaped bumpers and an action replay. There's also a welter of lovely graphical details. The ball sinks into the water when riding the waterfall on the Past table, the misleadingly-named elastic ball (it's rubber) from the Present moves at such an alarmingly realistic pace you are forced to concentrate manically, and as a reward for hitting certain targets and loops, the droid ball on the Future table turns into a hideously disturbing blinking eyeball. Fantastic atmosphere is not lacking *Pinball Prelude*, and I can say that the Future table is unlike any I have ever seen.

The ball moves smoothly and realistically, the loops are varied and rewardingly difficult and you need to master little nudges of the flipper to access some areas of the table, but these aren't the important things. The important things are the imagination, and the fun. It's a game that's been designed with courage and wit. Examine the traditional AP table descriptions for details, but note specially the sense of adventure pervading the whole game. The instructions are terrible, which is a blessing. You have to learn a table by watching it and by saying "Oh, I see, when you shoot that loop 10 times you get to do this..." Each table has lots of unexpected bonuses and encourages you to play to see ➤

> **"Rubber from the present"**



Must get ball in dish to see it roll around and around.

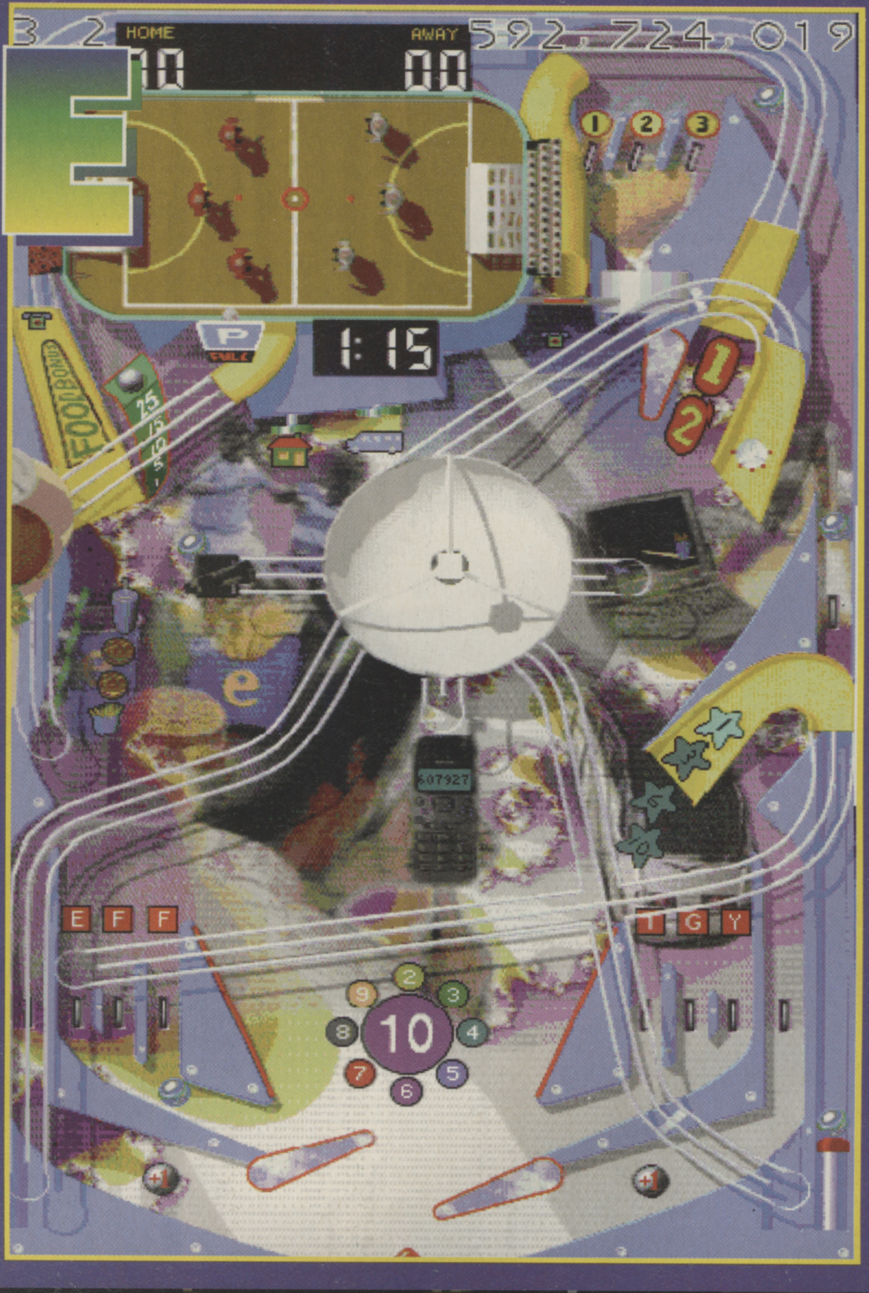


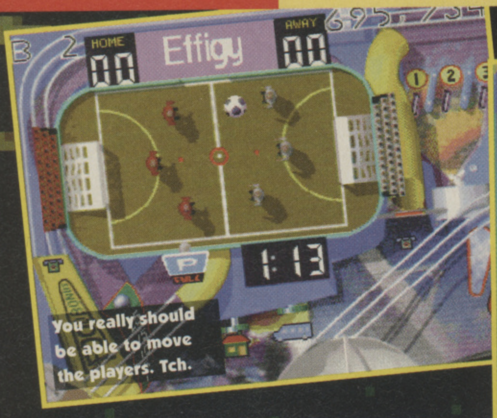
Rubber balls are anathema to impolite rats.

THE PRESENT

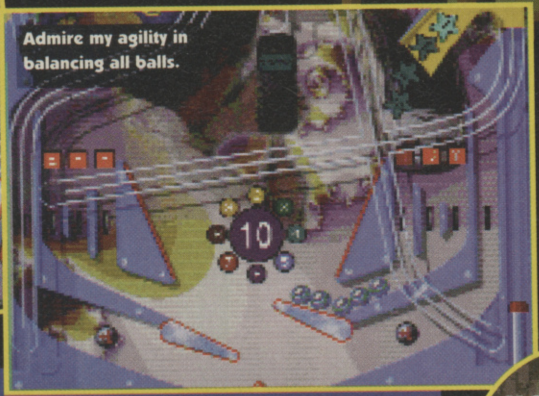
"Modern life is rubbish" claimed Blur, and although Present isn't rubbish, it is my least favourite table. The best thing about it is the football pitch at the top left. Get a match started and there are a couple of ways of getting the ball in there where it will bounce around until someone scores a goal. Hit targets to choose a side, and if yours wins you get a big bonus. (But when your team goes ahead it's tempting just to hang on to the ball until the clock runs down.) The rest of it's mobile phones, fast food, camcorders, smileys and television. And in real life too.

INDIVIDUAL PINBALL TABLE RATING: ★★★





You really should be able to move the players. Tch.



Admire my agility in balancing all balls.

what happens next. There's a Splat the Rat game on the Past table, for example, but also a multi-rat Rat Attack bonus beyond that. It's the joy of discovery that fuels *Pinball Prelude*.

The game is clearly well-playtested. There are options for all sorts of exotic pseudo-hi-res screens (you get to see almost the whole table at once, but it's a mite squished and bitty) and you can alter the number of multiball balls from three up to the absolute riot of ten. (This does mean significant slowdown, but doesn't actually depreciate your enjoyment by much, especially if you're playing with ten rubber balls or smiley faces.) It'll even politely switch to hi-res for the multiball automatically and back again afterwards.

> **"Sorts of exotic pseudo"**

If there's a downside to *Pinball Prelude*, it's that you can't shake the feeling sometimes that ideas haven't been followed through. The imagination and originality is highly impressive (they've gone for a genuine computer pinball game, rather than a computer game of pinball) but occasionally the game's clever when it should be fun. Finishing the Past table, for example. Shouldn't it really have led to the next one, rather than ending your game (albeit with a handsome bonus)? And while the table-football game in the Present is ingenious, wouldn't it be better if you could control the little men with the flippers (or something)? More could have been made of the features of the first two tables. (It can't be good when you manage to activate a special bonus and find yourself thinking, "Great, but what they should have done was this...") They're both sound and well-designed, but the appeal of playing does begin to wear off a little too quickly – there are instances when you're not getting to see the interesting stuff because you're locked into trying to get to see the interesting stuff. Some extra 'quick two-ball multiball' type things would have been good.

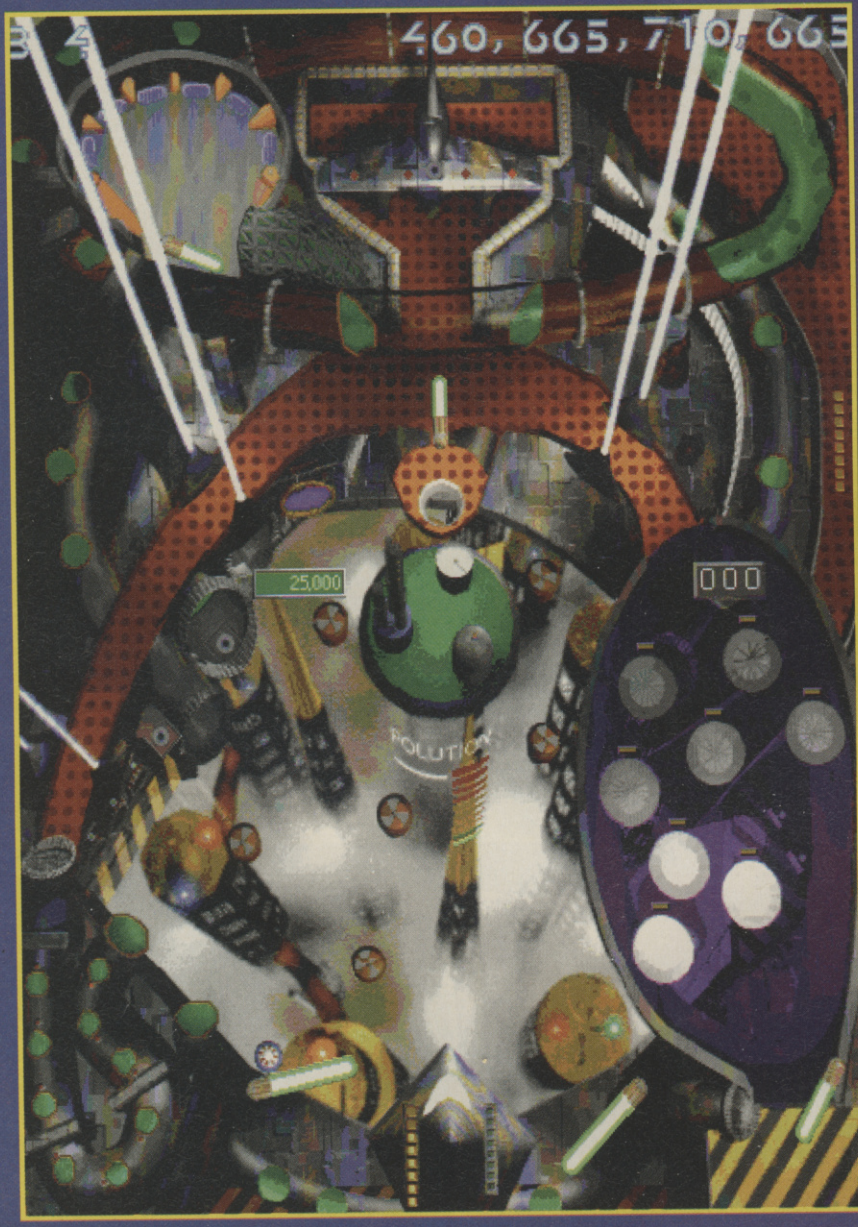
Still. A cracking pinball game.

● *STEVE FARAGHER*

THE FUTURE

Far and away my favourite, and an exemplary lesson to anybody who wants to design a computer pinball game. With a hearty disrespect for the conventions of real tables, Future has droids instead of balls, lightsabres for flippers, a vertical flipper and clones instead of extra balls. The design is very atmospheric with murky, pollution-ridden areas, iris hatches that your droid falls through and what looks like an abstract junk sculpture park instead of the ordinary mushrooms. With the droids launched from the central pyramid between your two flippers, it certainly feels different. And yet it *is* pinball, and your trusty, well-honed arcade skills will not desert you here. Not even when you have ten droids flying about. This is also the most integrated of the tables, with every area being linked to success in others so that you must visit the whole table to score well. Excellent.

INDIVIDUAL PINBALL TABLE RATING: ★★★★★



UPPERS Original and clever design makes these tables intriguing enough to stand plenty of replaying. They look good and they play well.

DOWNERS Sometimes you wish they'd sacrificed a bit of cleverness for a bit more playability.

THE BOTTOM LINE

Not as good as *Pinball Illusions*, but three absorbing, thought-provoking and (most importantly) fun pinball tables for your trusty (if slightly battered these days) Amiga. It deserves a treat, get hold of *Pinball Prelude* and set its disk drive whirring with delight. *(Hang on – "thought-provoking"? – Ed.)*

81 PERCENT

THE BOTTOM LINE

A500 We'll let you know the instant we get a copy. Or you could play the coverdisk demo. Apparently, the two versions are exactly the same except graphically.

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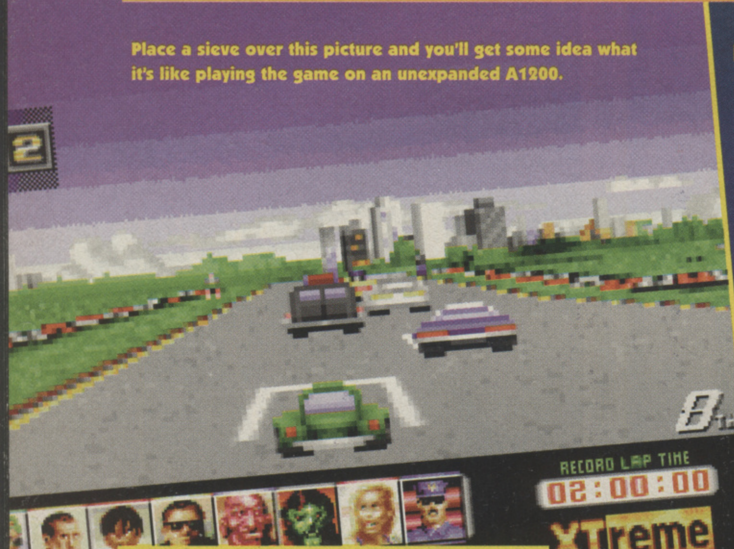
Car... angle. Angle... car. What's he doing? Driving on his front left wheel only?

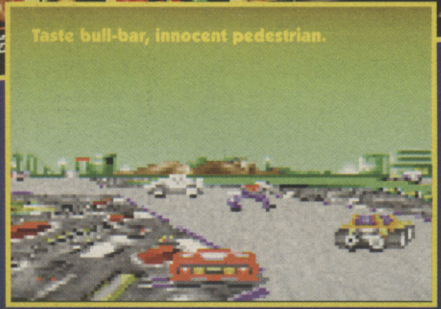
If imitation is the sincerest form of flattery, consider *Mario Kart* well and truly brown-nosed.

To get graphics like this, you have to put up with Sub-Hannah Barbera animation.

EXTREME[1]



Place a sieve over this picture and you'll get some idea what it's like playing the game on an unexpanded A1200.



Taste bull-bar, innocent pedestrian.

Runs on: A1200 or A4000 (hard drive strongly recommended)
Publisher: Guildhall
Authors: Situnna and Black Magic
Price: £30
Release: Out now

Virtuosity. It's a word I learned to hate at university[2]. A word beloved of heavy-metal loving physics students who really got off on twenty minute guitar solos.

"Self-indulgent, soulless noise," I would say.

"But can't you appreciate the VIRTUOSITY?" they would say.

"No," I would say.

It was as if I was supposed to listen to music just to appreciate how technically impressive the playing was. No way. Give me The Wedding Present, Cast or The Dickies shambolically bashing away at chords with energy and passionately singing perky little melodies over the note-perfect, bland virtuosity of Rush[3], Bon Jovi or Magnum any day.

Unfortunately, while playing *Extreme Racing*, virtuosity was the word that kept popping into my mind. Because while there's a lot to admire in *Extreme* (not, however, its typography) *(Er, which we've changed because it's abominable. Sorry. – Ed)* I kept getting visions of poodle-permed programmers in skin-tight spandex, air-guitaring and shouting "Look at the VIRTUOSITY." It's a game that seems to have leapt into existence because the programmers want to prove their technical magnificence rather than actually trying to produce a entertainingly playable game.

It's unashamedly an attempt to do SNES games like *Mario Kart* and *Street Racer* – but on the Amiga, with comedy cars, multiple views, an eight-player mode, textured 3D, split-screen and everything. (If you refuse to accept the existence of any other machine (sigh) imagine *Bump and Burn* crossed with *Virtual Karting*.)

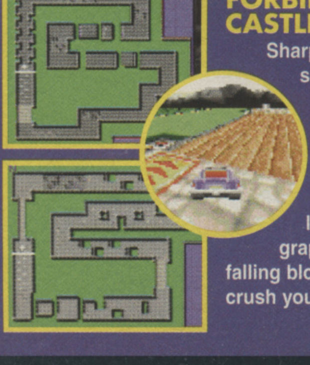
> "Bashing away at chords"

The thing is, the SNES was built with special chips designed exactly to do things like multi-player, multi-angled, multi-viewed, texture-mapped 3D racing games. And while *Extreme Racing* demonstrates highly impressively it's possible to do the effects with clever programming, it devotes so much time to getting things up and running, there's not much left for, say, the game itself.

Listen. Can you smell something? It's the faint

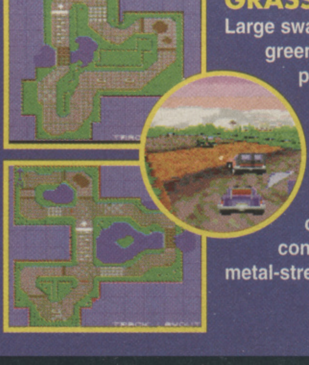
12-TRACK COPY KART

The *Extreme* grand prix circuit includes 12 tracks in six different locations. A bit like *Street Racer*, wouldn't you know...



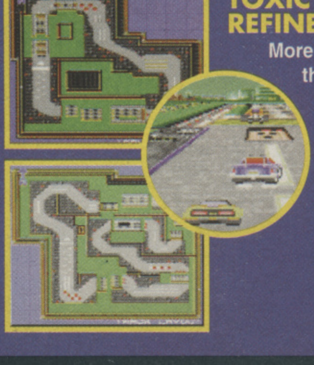
FORBIDDEN CASTLE

Sharp corners, some water that might represent a moat, a few turrety looking graphics and falling blocks that'll crush you.



GRASSLANDS

Large swathes of green. Which, presumably, is grass. Or maybe astroturf. The crossroads can get very confusing. And metal-strewn.



TOXIC REFINERY

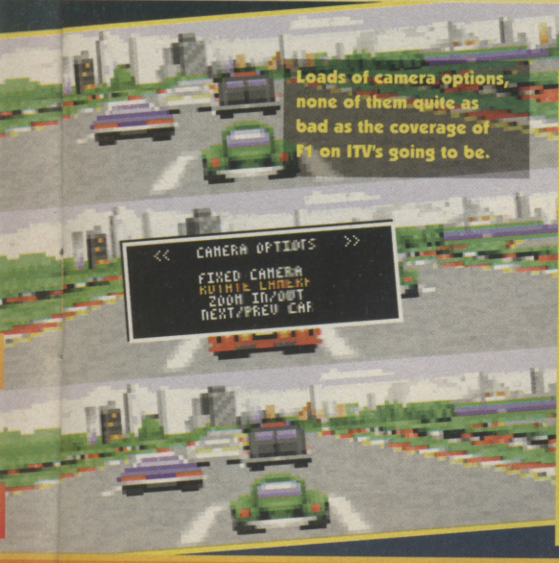
More Port Talbot than Blade Runner, with loads of green gunky stuff and ramps.

---

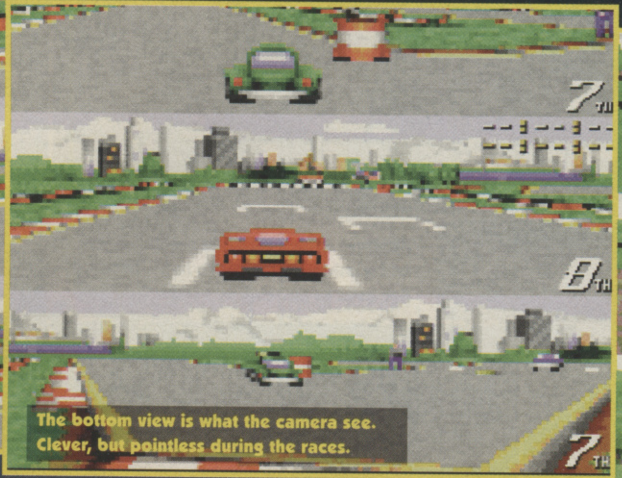
[1] Or 'XT racing REMe' as it says on the box.

[2] Another one was paradigmatic, for different reasons. The film Virtuosity is crap, too.

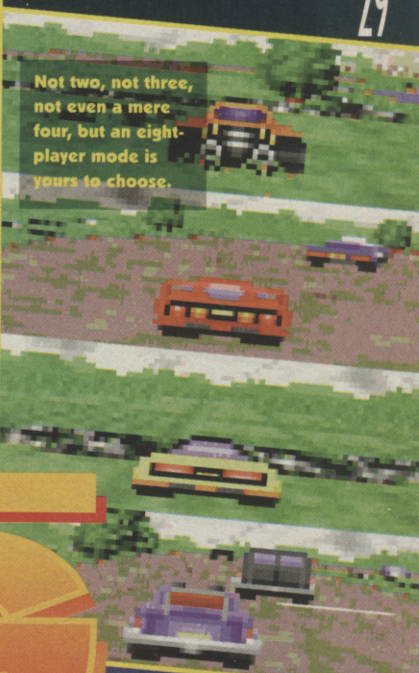
[3] Without doubt the worst band ever. At least 2-Unlimited never pretended to matter.



Loads of camera options, none of them quite as bad as the coverage of F1 on ITV's going to be.



The bottom view is what the camera see. Clever, but pointless during the races.



Not two, not three, not even a mere four, but an eight-player mode is yours to choose.

RACING

sound of ephemeral physics students chanting, "Virtuosity."

KILL EVERYONE

Mechanically, *Extreme Racing* makes a credible go of it. All the key elements of *Street Racer* or *Mario Kart* (or, indeed, to a lesser extent *Virtua Racer*) are there. You get 12 reasonably well-designed tracks, two each for the six locations. You have a choice of eight different comedy cars, each with its own comedy driver. There's a selection of single races, championship races, a racing season or a deathmatch in which everyone tries to kill everyone else. (Although, slightly oddly, that's more or less what you do all the time, since your car is always armed. Can't pass that comedy driver in front? Shoot him! Still. Not to complain, or anything. And you can turn the guns off completely if you want. If you're mad or something, say.) Pick-ups are dotted around for weapons or power-ups, or cash to soup up your engine if you're playing a season. You can alter the viewpoint effortlessly all the way from a below-the-exhaust angle with the horizon six inches ahead of you right the way to a spot-the-rust-around-the-sun-roof angle[4] with the horizon stretching majestically into the distance. There's also a camera that records your race from in front, behind or the viewpoint of the following car. There are bystanders to run over, jumps and obstacles, and a cheat mode to turn the cars into sheep. There's a link option for all eight players, or four on a single machine, although this does get a little cramped.

But.

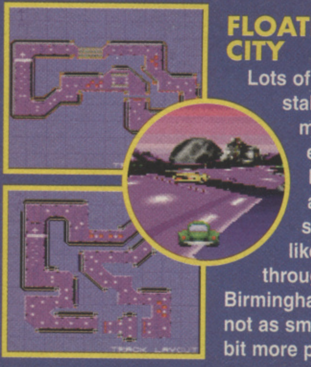
And it's a big but.

BUT

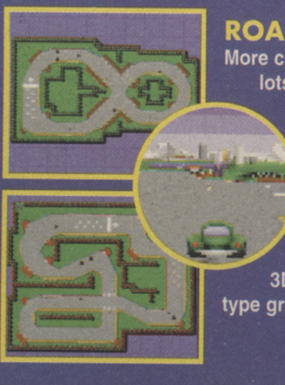
Told you so. You needn't bother with most of the options unless you've a real high-end big-box Amiga – on an unexpanded A1200 you'll need to use the dithering option which makes the game look as if it's being played through a tea-strainer. Even then it's annoyingly sluggish, with controls about as responsive as that girl I met down The Swamp the other week[5]. You have to anticipate corners by rote rather than instinctively, the 'feel' is terrible, and it's a brave man who uses an engine booster. Fiddling options to speed things up acceptably means such a small screen or so low quality a picture it robs the game of the impressiveness that made it worthwhile in the first place. (And, bizarrely, the difference in speeds between the smallest screen size with the slowest frame rate and the largest screen size with the fastest frame rate is hardly visible to the human eye.)

For completeness, we tried it on an accelerated A1200 and while it was, indeed, excitingly nippy it didn't take very long to realise two-thirds of the viewing angles are stupidly unusable. It's a case of look-what-we-can-do rather than look-what-we-can-offer-you. Or VIRTUOSITY.

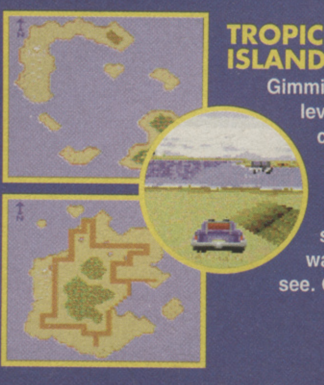
"Turn the cars into sheep"



FLOATING CITY
Lots of roads on stalks, not much evidence of buildings or a city of any sort. A bit like the M5 through Birmingham. Except not as smoggy and a bit more pink.



ROAD CIRCUIT
More crossroads, and lots of oil patches which allow from some gut-wrenchingly queasy spinning-around-in-a-3D-landscape-type graphics.

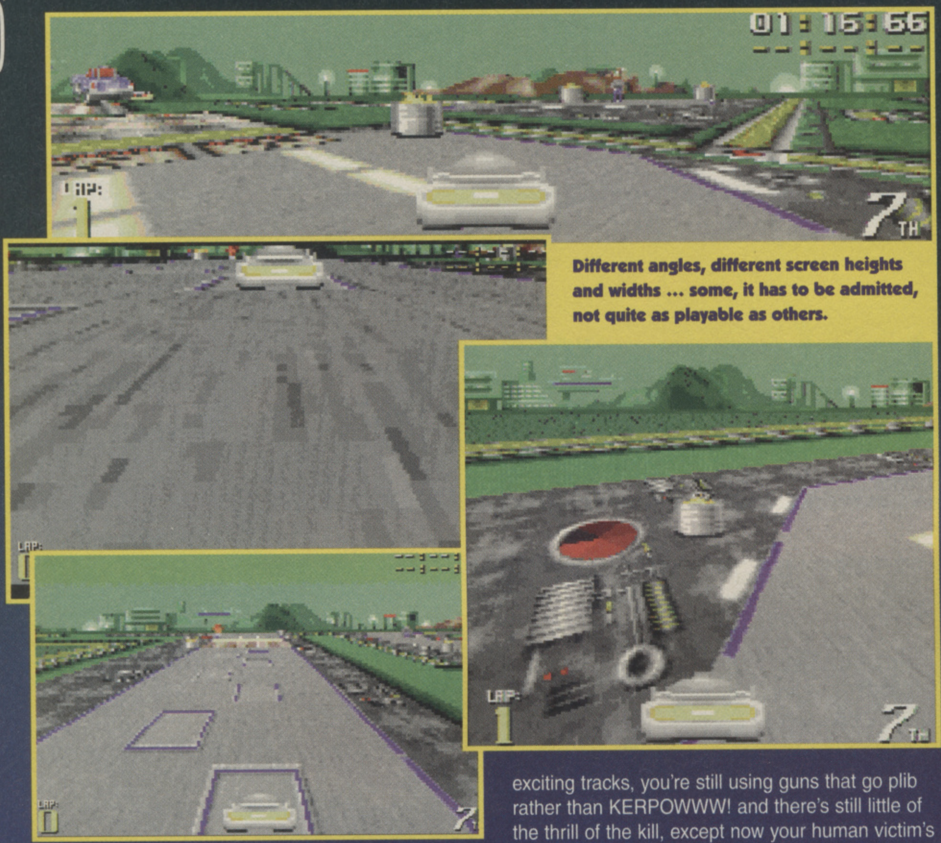


TROPICAL ISLANDS
Gimmick of the level – you can drive on the light blue bits. They're shallow water you see. Gosh.

---

[4] I don't know about you, but with every second-hand car I've had, the sun roof should have been renamed the let-the-rain-in roof.

[5] Girls – they just don't understand about football, do they?



Different angles, different screen heights and widths ... some, it has to be admitted, not quite as playable as others.

FIDDLING

Once you're over the wow factor, there's little to keep you going back to *Extreme Racing*. It's almost more fun fiddling with the options[6] than it is playing the game. The controls (surely vitally important in a racing game) aren't delicate or feedbacky enough, especially when compared to the likes of *Super Skidmarks*. They're functional, and the game provides a few moderately diverting thrills if you can be bothered to master them, but you don't get the feel of them, just learn to live with their limitations. Weaving across the track with agility and grace is not an option[7]. Equally poorly, there's no difference between the cars except in the graphics. They all handle as cumbersomely as one another and have no idiosyncratic defining weapons or special powers. *Extreme Racing* desperately, desperately needs some character. The comedy[8] vehicles add nothing to the game and mighty as well be different-coloured Volvos.

> "Guns that go plib"

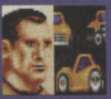
But let's be fair. Let's imagine you've persevered with the controls. Let's suppose you didn't want to identify with any of the characters or form a fondness for a particularly loony car. Let's speculate that you are, in fact, ideally suited to *Extreme Racing*. You'll still be disappointed. For a game that relies so heavily on guns, the weaponry on hand is frighteningly lame. Yellow missiles pop out of your car barely visibly, and you don't get to see people crashing into your mines because, obviously, they normally go off behind your back. And while the tracks are intelligently designed (no impossibly tight 90° bends, for example) they're rarely exciting, hardly spurring you on to best the one-player mode.

Multi-player mode then. As I've said, you can have up to eight players on two linked machines, but it's all strangely hollow and uninvolving. You're still racing on those intelligently designed but rarely exciting tracks, you're still using guns that go plib rather than KERPOWWW! and there's still little of the thrill of the kill, except now your human victim's more likely to be ruing his tea-strainer than working up any kind of fun grudge at your blowing him off the road.

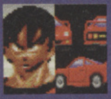
Extreme Racing is more a game for Amiga programmers than for, say, racing game players. It's competent, but you've absolutely no reason to choose it over any of its contemporaries. For texture-mapped driving you're better off with *Virtual Karting* (although similarly stylish-but-hollow, it handles better and offers more excitement; wait for the March sequel and you get a multi-player mode as well) and for manic racing action you're better off with *Super Skidmarks*. Hell, *Stunt Car Racer*'s still a lot more fun than *Extreme Racing*. Although it does manage to be better than *Street Racer* on the SNES[9].

● *DAVE GOLDER*

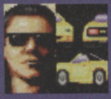
WE FAILED THE AUDITIONS FOR MARIO KART, Y'SEE...



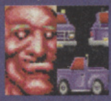
BOWE
Vehicle: Orange buggy
Special powers: None
Inspired by: The Banana Splits.



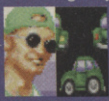
Aikaro
Vehicle: Red phallic-style thing
Special powers: None
Inspired by: Akira.



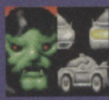
DENTAKU
Vehicle: Yellow sports car
Special powers: None
Inspired by: Wishful thinking on the part of the programmers.



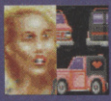
WEAZEL
Vehicle: Truck
Special powers: None
Inspired by: Too many late nights watching Sky Sports.



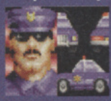
BRAD
Vehicle: Green Beetle
Special powers: None
Inspired by: Herbie Rides Again



KURZON
Vehicle: A Lotus with fibreglass bits stuck on to give authentic '70s SF look
Special powers: Smart bomb which destroys all the other cars. No, only joking.
Inspired by: One of Dax from Star Trek: Deep Space Nine's previous hosts. Maybe. Or not.



DAVINA
Vehicle: Something akin to to Barbie's camper van. Only more pukey.
Special powers: None
Inspired by: Penelope Pitstop



ROZZA
Vehicle: Saloon-style American police car
Special powers: To arrest illegal gathers with rhythmical leanings.
Inspired by: The Blues Brothers

UNEXPANDED A1200 OWNERS

UPPERS Loads of options, technically impressive, superb graphics.

DOWNERS That you won't appreciate because you're clearly meant to have spent hundreds of pounds on accelerators or extra memory. On a standard A1200, you're condemned to a sluggish tea-strained game.

THE BOTTOM LINE

The same competent but unexceptional game, except scuppered by downgraded graphics, a slower running speed and even muddier controls. Buy *Skidmarks 2*.

59 PERCENT

EXPANDED A1200 OWNERS

UPPERS Loads of options, technically impressive, superb graphics. It is *Mario Kart* – but on the Amiga.

DOWNERS Except it isn't. Ropy controls, bad typography and lack of atmosphere annoy like a picnic wasp, and the feebly unexciting weaponry is stupid. Playable enough, but it should have been so much more fun. It feels rushed.

THE BOTTOM LINE

Slavishly tries to recreate a console genre and, running on an expanded A1200, it largely succeeds. But there are far more playable games around with a modicum of the programming trickery.

69 PERCENT

---

[6] I've been dying to get in the 'more options than a maths GCSE multiple choice paper' joke but decided against it because a) I think I've used it before in my PD section and b) it's a crap gag anyway.

[7] Or, at least, I couldn't find one in the menus.

[8] This is obviously comedy in the Carla Lane sense of the word.

[9] Oh God, I've turned into Stuart Campbell

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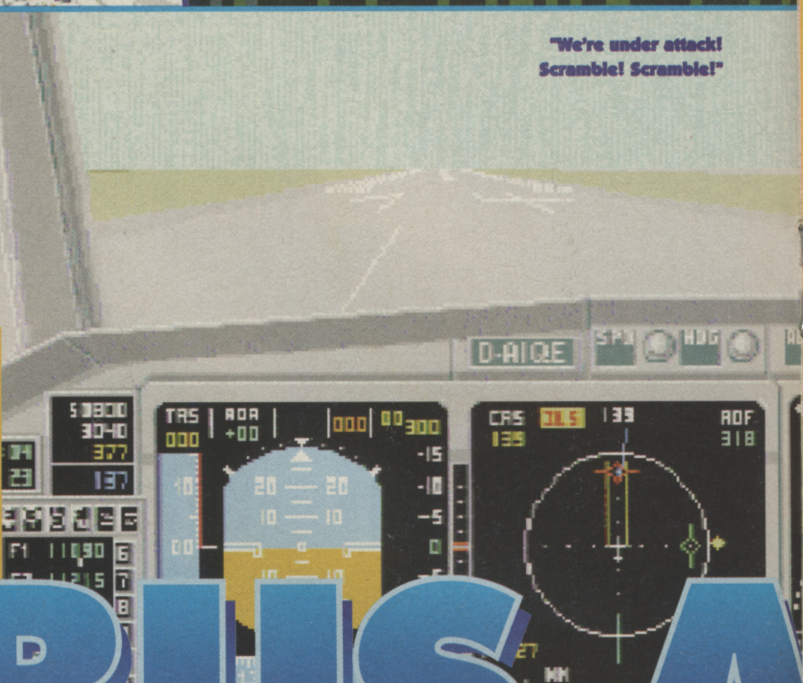
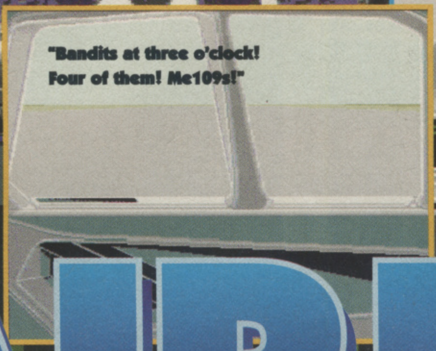
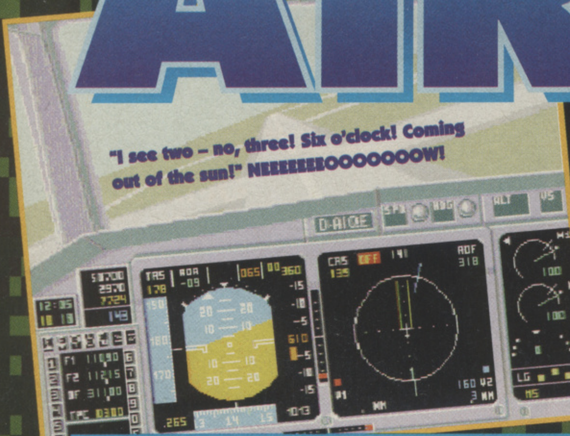


"We're under attack! Scramble! Scramble!"



"Bandits at three o'clock! Four of them! Me109s!"

AIRBUS A3



"I see two – no, three! Six o'clock! Coming out of the sun!" NEEEEEEEOOOOOOOW!

"Watch my tail, Blue Two! I'm going in!" EEEEEEOOOW! DAGGA DAGGA! DAGGA!

In case we don't reach our April issue, here's our traditional annual jape. Or IS it?

Runs on: A500, A600, A1200
Publisher: Mirage
Authors: Games (*"For" – Ed)* Europe
Price: £30
Release: February

Gazing through the windscreen of my Airbus A320, gritted teeth rigidly framed by my lips and a cloudy film forming across my corneas, I wondered how the world would react if Domark suddenly announced the imminent release of *International Rugby Challenge '96*, with stats updated for the new season and the clock still continuing to count down when the game was paused. Or if Mindscape decided to do *Battletoads: The New Generation*, with 20 extra levels all identical to the existing ones.

There are undoubtedly magazines (probably called 'Simulation World' or 'Analogue Joystick Pro') who will hail *Airbus A320 2* appreciatively, giving thanks that there's still someone out there dedicated to bringing simulations of modern European airliners to the Amiga. There are others who will retype large sections of the press release, talking semi-convincingly about "improved cockpit/instrument presentation", "additional interception/hold NAV function" and "highly realistic light control/features", and, after glancing meekly towards their advertising departments, give it 73%, perhaps ending with something helpful like "if you like this sort of thing, then this is the sort of thing you'll like".

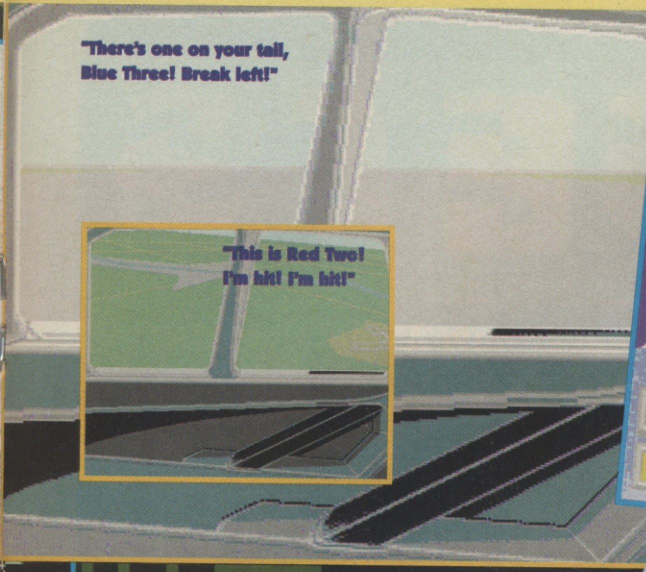
You are, however, reading AMIGA POWER.

Your aim in *Airbus A320 2* is to 'earn your wings' as a qualified pilot by flying about in an Airbus. An individual flight works as follows:

First, you specify your flight plan by entering your start airport, your destination airport, an alternative destination airport in case of emergency (you can choose from airports all over Europe including the Mediterranean, along with North Africa and a few in America, but they all seem to

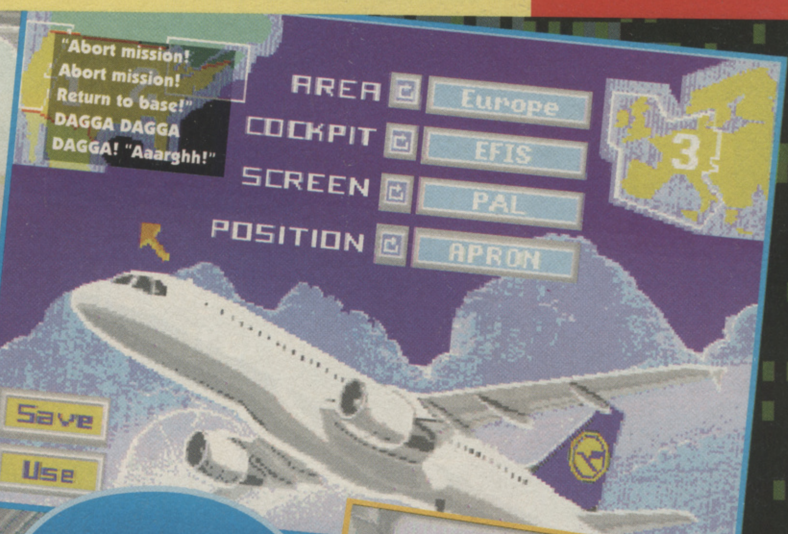
"NOOOOOOOOOOOOO!"

"GAGH! I'm hit! Mayday! Mayday! Come in Blue Leader!"



"There's one on your tail, Blue Three! Break left!"

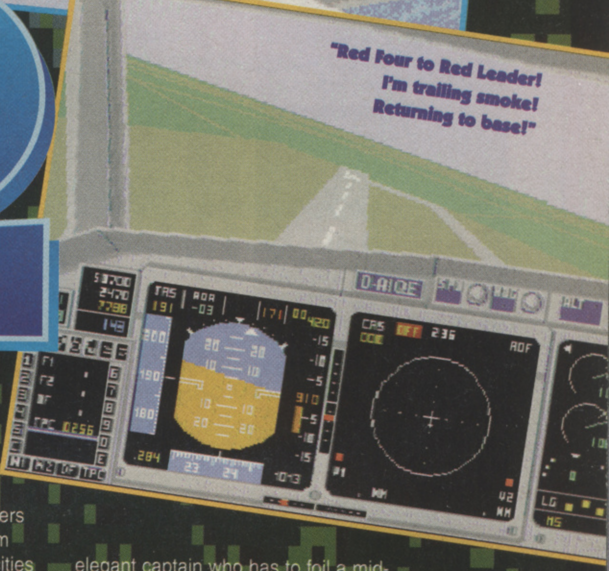
"This is Red Two! I'm hit! I'm hit!"



"Abort mission! Abort mission! Return to base!" DAGGA DAGGA DAGGA! "Aaarghh!"

AREA Europe
COCKPIT EFIS
SCREEN PAL
POSITION APRON

A320 2



"Red Four to Red Leader! I'm trailing smoke! Returning to base!"

have names like EGGP and EBBR) a number of passengers (up to 150) and fuel and cargo loads. (This is on the simulator, anyway – in 'career' mode much of this is decided for you.)

Then it's into the cockpit, and you must activate the flight systems by entering the transponder code. 300, say. Now press 4 to start the left engine, 6 to start the right engine, enter NAV1 and NAV2 codes (which "can serve as VOR or as ILS and includes DME", apparently), set the ADF, move the flaps to position 2 by pressing F2, release the parking brake with B, press 8 to increase the thrust, taxi onto the runway, press 8 to get 100% thrust, lift off at 137 knots, press F4 and Return to activate the auto heading control, set the pitch to 12-15 degrees, press F9 to retract the landing gear, switch on the EFCS with E, adjust the power to 92-94%, set the heading, wait for a very long time until the ILS becomes active, press Return to switch on the autopilot, wait for the plane to touch down on the runway automatically, press 0 to reverse thrust, press Space to brake, and wait for the plane to come to a standstill.

GEORGE KENNEDY

This is doing it the easy way, of course. As you become more proficient you can ignore things like the automatic landing system and perform your own landings, being scored according to how close you came to the ideal touchdown speed, attitude and so on. And you'll have to study the supplied approach charts to determine the ideal approach pattern for each airport.

Airbus connoisseurs will welcome new features like the more realistic cockpit layout, the electronic flight information system, the option to use an analogue joystick, the radio communication (text-only, sadly), the extra airports – especially the American ones – and the mildly improved scenery.

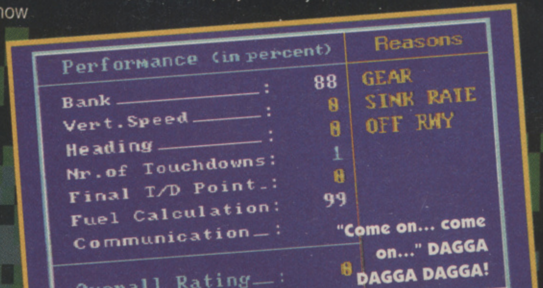
The point is, though, that professional airline pilots are paid around £80,000 a year to do this sort of thing, along with a generous pension package. They probably find the actual business of flying modern airliners rather dull, instead gaining job satisfaction from crew camaraderie, the opportunity to visit cities around the world, the glamorous uniform and the £80,000 a year. There's none of this in *Airbus A320 2*, and to pay £30 in order to sit there all evening staring at multi-function displays and D-AIRBs strikes me as madness.

"A little girl in need of a liver"

There might be 110 airports to land at, but they all look, by any reasonable measure, identical, and simply involve variations in the bearings and things on your instrument panel. Every conceivable electronic flying aid may well be included, but they just mean there's even less for you to do, and you've got to disable as many of them as possible if you're not to be reduced merely to flipping the brakes off and on before take-off and after landing. And, even with far better presentation – exterior views would give you a much more convincing sense of being in control of an airliner, with perhaps a tracking view across the tarmac towards the plane as you climb aboard, and sampled radio chatter would also help – it's hard to imagine an airliner sim ever being any fun. (Except if you could play a slimly elegant captain who has to foil a mid-air hijack attempt. And your passengers could include a little girl in need of a liver transplant and a pregnant woman. And your auto-pilot wouldn't work, so you'd have to draw on your limited medical knowledge to help them, returning periodically to the cockpit to prevent the plane from banking into a death dive.)

Airbus A320 2 is all the bits of *TFX* or *F-19* you'd normally switch off. While there are certainly people who will buy and enjoy it (the original *A320* sold alarmingly well, particularly in its native Germany), it is beyond even the mighty beings of AMIGA POWER to comprehend them.

● *JONATHAN DAVIES*



Performance (in percent)		Reasons
Bank ——:	88	GEAR
Vert.Speed ——:	0	SINK RATE
Heading ——:	0	OFF RWY
Nr.of Touchdowns:	1	
Final T/D Point.:	0	
Fuel Calculation:	99	
Communication —:		
Overall Rating —:	0	

"Come on... come on..." DAGGA DAGGA DAGGA!

UPPERS Good engine noise. Fits upon one disk and starts swiftly. Concise but helpful manual. Seemingly accurate.

DOWNERS Jerky mouse movement. Harrowingly tedious.

THE BOTTOM LINE
An even more faithful simulation of the Airbus A320.

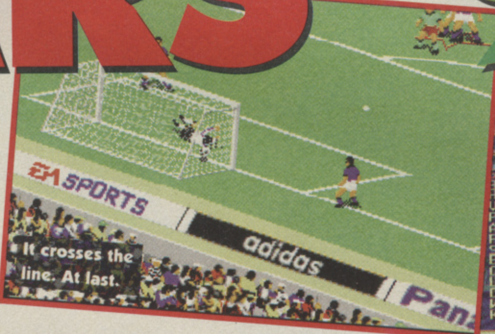
24 PERCENT

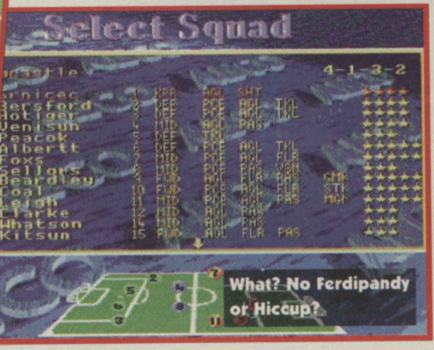
THE BOTTOM LINE
A1200 Runs smoothly with all the detail turned on.

BUDGETS

The Amiga games market, deluged with fantastic games once more, casts off its hand-me-downs to the poor. Or eager new A1200 owners.

SOCCER STARS '96


It crosses the line. At last.

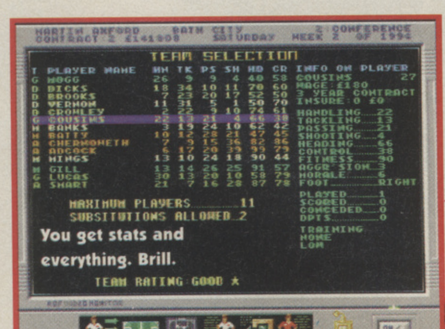


```
Select Squad
castle                                          4-1-3-2
rnicec     1  KPR  AGL  SHT                     ★★★★
Bersford   2  DEF  PCE  AGL  TKL                ★★★★
Hotiger    3  DEF  PCE  AGL  TKL                ★★★★
Venisun    4  MID  AGL  PAS                     ★★★★
Peacok     5  DEF  TKL                          ★★★
Albertt    6  DEF  PCE  AGL  TKL                ★★★★★
Foxs       7  MID  PCE  AGL  FLR                ★★★★★
Sellars    8  MID  PCE  PAS  VSN                ★★★
Beardley   9  FWD  AGL  FLR  PAS  GMK           ★★★★★
Coal      10  FWD  PCE  AGL  FLR  STK           ★★★★★
Leigh     11  MID  PCE  AGL  PAS  MGK           ★★★★★
Clarke    12  MID  AGL  PAS                     ★★★
Whatson   14  MID  AGL  PAS                     ★★★
Kitsun    15  FWD  AGL  FLR  PAS                ★★★
```

What? No Ferdipandy or Hiccup?

Runs on: A500, A600, A1200 (except *On The Ball* and *Kick Off 3* which are A1200 only)
Publisher: Empire
Price: £30
Release: Out now

Sending packets of crisps, Oxo cubes and cans of warm *("Larger" – Ed)* in the post has never, in all my life, been deemed normal practice, especially when the recipient hates cheese and onion flavour, is vegetarian and drinks ("Thinners." No, hang on. – Ed.) And why would anyone want to? To put an AMIGA POWER reviewer in a more favourable frame of mind for when a bundle of football games arrived perchance? FOOLS. Do they not realise that the mighty beings of AP can't be bought off with ill-advised promotional gifts? Well no, obviously not. But anyway.



```
MARTIN AXFORD       BATH CITY          2 CONFERENCE
CONTRACT 2 £141008      SATURDAY   WEEK 2   OF 1994

                 TEAM SELECTION
T PLAYER NAME     HN TK PS SH HD CR INFO ON PLAYER
G HOGG            26  9  9  4 40 58 COUSINS      27
D DICKS           18 34 10 11 70 60 WAGE £180
D BROOKS           7 23 20 17 52 50 3 YEAR CONTRACT
D VERNON          11 31  5  1 50 70 INSURE 0 £0
D CROWLEY          2 22  9 10 74 61
G COUSINS         22 13 21  4 66 38 HANDLING.....22
M BANKS            3 19 24 10 62 42 TACKLING.....13
M BATTY           10 12 28 21 47 45 PASSING......21
A CHERNOMENTH      7  9 15 36 82 86 SHOOTING.....4
A ADCOCK           6 17 20 39 99 79 HEADING......66
M HINGS           13 10 24 18 90 44 CONTROL......38
                                    FITNESS......90
M GILL            13 14 26 25 91 57 AGGR'SION....3
G LUCAS           30 13 20 10 58 79 MORALE.......6
A SMART           21  7 16 28 87 78 FOOT.........RIGHT

   MAXIMUM PLAYERS..........11      PLAYED.......1
   SUBSITUTIONS ALLOWED 2           SCORED.......0
                                    CONCEDED.....0
                                    DPTS.........0

                                    TRAINING
                                    NONE
                                    LOW
        TEAM RATING GOOD ★
```

You get stats and everything. Brill.

Soccer Stars '96 features four games split neatly into two halves of football management sims and arcade action, in a bid to cater for Amiga footy fans' various whims. However, after an analagous 22½ minutes play the substitutes were already warming up.

Though full of good intentions and stats, what *Premier Manager 3* isn't is fun. Faced with the challenge of leading a Vauxhall Conference side to the title in your first season is a trifle daunting and the fact that I was constantly required to change tactics for each match (against an opposition I had no chance to view beforehand) was particularly frustrating. As a sim, it's without doubt a very competent attempt at recreating the management side of the game. As a game, however, it is faintly rewarding and often a chore.

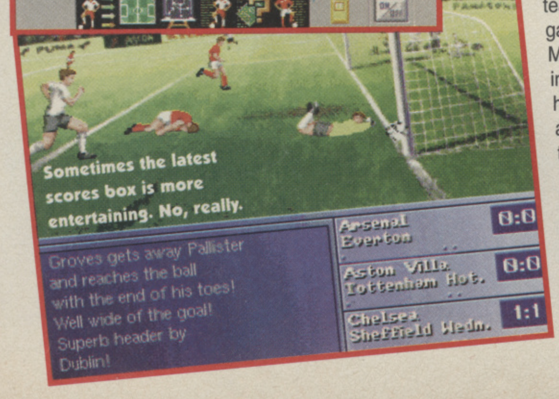
Though in a similar mould, I much preferred *On The Ball* with its graphical interludes and running textual commentary during each match. Having so few teams to choose from was annoyingly restrictive and I didn't appreciate not being able to offload players more than a couple of times during the season. The team editor is an attractive feature of the game but once I'd written over Manchester United with Notts County information and awarded each player the highest possible skill rating I became acutely aware that it was a novelty. And they wear off.

As a player/management bundle and it being half-time (in my increasingly tiresome analogy) you are now afforded the chance to strip off your tracksuit and join the action. *FIFA International Soccer* is certainly the best-looking football game available on the Amiga and for a console conversion is remarkably similar. Unfortunate then, that this version plays like Ian Dowie. I seemed able to exert little control over my players who were more interested in being flash harrys, with their backheels and overhead kicks, than they were in success. Short passing movements à la national sides were replaced by the kick-and-rush style more akin to some lower Endsleigh Division sides. Lummee.

In a bid to mock the saying "save the best for last" *Kick Off 3 – European Challenge* is a game not even Forest fans deserve. If this were a perfectly healthy domestic animal, I would still demand that it be put down. Names comically misspelt (on purpose, I am assured), a general reluctance to accept Pele's apt description of football as "beautiful" and its A1200-only limitation are crimes against each living soul on this ball of dirt. Except the practice mode is fun.

And that's it. Some good build-ups let down by poor finishing, exciting attacking moves stifled by solid defending and few individual performances worthy of note.

● ***MARTIN AXFORD***


Sometimes the latest scores box is more entertaining. No, really.

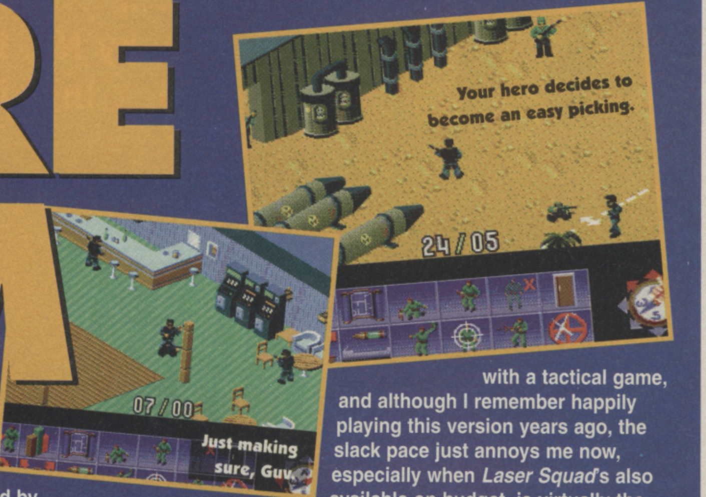
```
Groves gets away Pallister       Arsenal              0:0
and reaches the ball             Everton
with the end of his toes!        Aston Villa          0:0
Well wide of the goal!           Tottenham Hot.
Superb header by                 Chelsea              1:1
Dublin!                          Sheffield Wedn.
```

THE BOTTOM LINE

There is nothing in this bundle to threaten *SWOS '96* as the mightiest footy game on the Amiga. And not even a Notts County season ticket could persuade me otherwise.

62 PERCENT

SABRE TEAM


Your hero decides to become an easy picking.

Just making sure, Guv.

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £10
Release: Out now

Seeing this again's a bit of a shock, partly because it was released the month before I started working on AMIGA POWER, partly because I thought it had already been released on budget, but mainly because after playing the A1200 version so much, I'd forgotten just how annoyingly slow the original was.

A beefed-up version of the classic *Laser Squad*, *Sabre Team* puts you in charge of a squad of SAS type goons and leaves you to tool them up and send them to their inevitable deaths. Like *Laser Squad*, what you can see is determined by what your men can see (turn your back on a terrorist, for example, and he'll vanish off screen) and like *Laser Squad*, movement and actions burn up valuable action points, leaving you to judge whether running away's more important than shooting back.

The mechanics of the game are brilliant, as anyone who's played the A1200 or CD32 versions will tell you, but it's the implementation of this version that lets it down, as once you've moved your guys, the computer has to move the baddies, and that can take a long, long time.

Now although you expect a slower pace with a tactical game, and although I remember happily playing this version years ago, the slack pace just annoys me now, especially when *Laser Squad*'s also available on budget, is virtually the same game and much, much faster. Okay, so the graphics of *Sabre Team* are nicer but, ultimately, so what?

● *CAM WINSTANLEY*

THE BOTTOM LINE

A wonderfully visual and hugely absorbing game almost terminally flawed by a slow running speed. Either get used to playing through the night, or simply buy *Laser Squad* instead.

51 PERCENT

SUPER SKIDMARKS DATA DISKS

Here are some Quadratic B-Spline™ thingies.

Runs on: A500, A600, A1200
Publisher: Acid
Price: £15
Release: Out now

Super Skidmarks is one of the finest Amiga games around. So said Cam in issue 48 and while Jonathan and Sue agree, I've never been quite as keen. But it was me who was lumbered with reviewing these pointless data disks and, needless to say, I didn't much like them.

Like the *Super Tennis Champs* data disks we featured last month, there is no reasonable explanation why these 'new' *Skidmarks* features weren't part of the game in the first place. Twelve tracks which look more like the doodles of an infant, three poignantly pathetic championships and two unnecessary skill levels for fifteen smackers is embarrassingly shambolic.

If Acid had (say) added characters with different skills, new vehicles, tracks with brand new terrains or anything which added something different to the original it might have made this venture worthwhile. They haven't and it isn't.

● *MARTIN AXFORD*

THE BOTTOM LINE

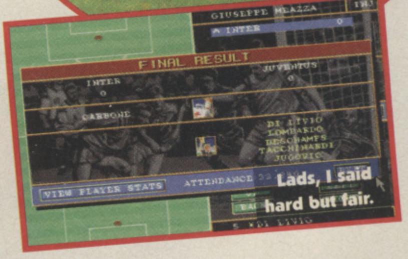
If you are unbeatable on the original and love the game dearly then you'll enjoy the fresh challenge of twelve new tracks. I'm not, I don't, I didn't.

35 PERCENT

USM DATA DISKS

The Italians like their training grounds.

THE TRAINING GROUND


Lads, I said hard but fair.

Runs on: A500, A600, A1200
Publisher: Impressions
Price: £10
Release: Out now

As with any footy game there seems little point in releasing update disks halfway through the season. Big money transfers have usually been surpassed, players have been ruled out for the rest of the season and certain players' form has altered sufficiently to render the updates worthless. Tsk.

It pleased me considerably, therefore, to see that this set of disks didn't just update player's names (there's an edit facility for that anyway) but also introduced the Italian league to *USM*. How it annoyed me, then, when I discovered no attempt had been made to capitalise on the latest addition. The graphics remain unchanged, the currency used in transfer deals is still pounds (and not, for instance, lire), the newspaper reports are in English and watching the dots which were Inter and Juventus play was hardly the cultured, entertaining football I'd expect from them. But perhaps I'm being secretly ironic. *(Or just facetious. – Ed.)*

● *MARTIN AXFORD*

THE BOTTOM LINE

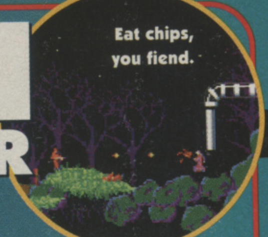
Exactly what they claim to be. Not essential stuff yet still worthy of release. Just.

58 PERCENT

PD

Well, here's something you won't get in those flashy Next Gen console mags. A PD page. Stick that in your cart slots and smoke it. Oh yes, the Christmas Dunkirk spirit has well and truly gotten to Dave Golder.

ALIEN FISH FINGER


Eat chips, you fiend.

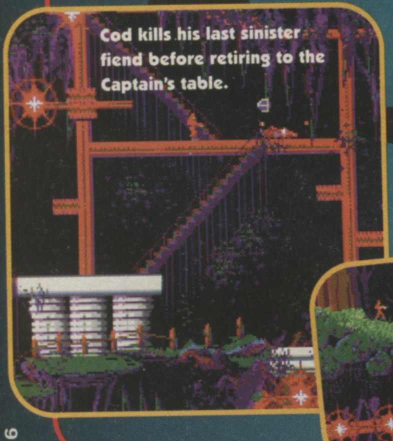
17-Bit Software
Shareware
(registration £4)

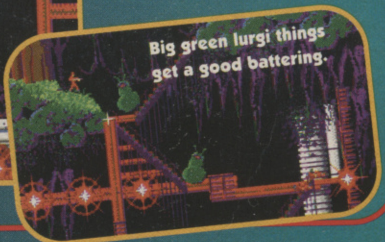
I'm sure the title is hilariously funny. To the author. And perhaps a couple of his friends. Or maybe his mum. But call me an old traditionalist and lock me in a room with Stephen Fry if you must, but I always liked names that had something to do with the game. Then again, perhaps I never made it far enough into the game. Perhaps fish fingers do indeed become pivotal to the plot. Or perhaps it's all some huge pun about getting battered.

Because a lot of battering takes place in this nifty little platform shoot-'em-up number. The flip-screen action provides an air of nostalgia, but never gets in the way of the action as you wander around alien mines blasting everything that moves and picking up anything that doesn't. It's all pretty by-the-book stuff with few surprises, but it plays efficiently, provides a decent control mechanism and has a nice line in minimalist graphics.

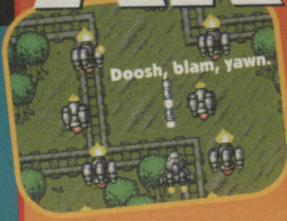
Fun, but insubstantial.

★★★


Cod kills his last sinister fiend before retiring to the Captain's table.


Big green lurgi things get a good battering.

ARGUS

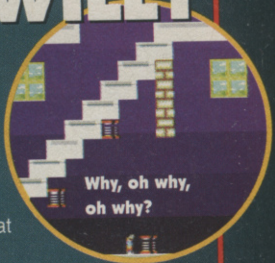

Doosh, blam, yawn.

17-Bit Software

Good grief. The last thing the world needs is a non-SEUCK game that looks exactly like a SEUCK game. The only difference between this and the usual vertically-scrolling, shoot-'em-up tedium SEUCK has ever managed to produce is that you don't have to wait ten minutes for the game to realise you've died for the last time and dump you . Blockily-drawn *Argus* is tedious, repetitive and, quite frankly, a waste of time. ★

ROCKHARDWILLY

17-Bit Software


Why, oh why, oh why?

No prizes for guessing what the star sprite looks like in this godawful game. Gosh my sides were a-splitting (I think it was the contents of my stomach trying to find a quicker exit).

So, having got over the dire central joke, what we have left is… um… pretty dire. A flip-screen platformer with the minimal amount of imagination either graphically or in terms of gameplay. You guide your phallic hero through a series of stultifyingly dull rooms collecting what look like ice-lollies (but I have a sneaking suspicion might be condoms) and avoiding various forms of death. Completely and unquestionably dreadful. And I refuse to do any nob gags because I'd drag myself down to the depths of this game. ★

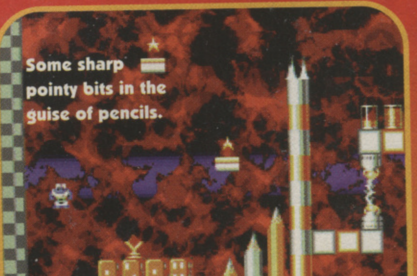
BOING '95

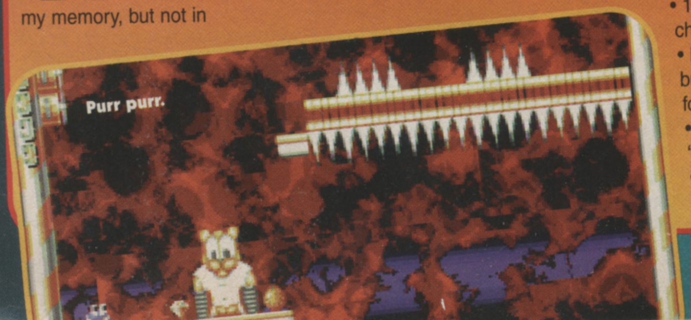
17-Bit Software

While playing these PD games I make notes as I go along, you may be unsurprised to hear. Most of the time these notes are enough to jog my memory, but not in every case. *Boing '95* is one of the exceptions. So, since I can't be bothered to load it up again – here are those notes in full. Make of them what you will.

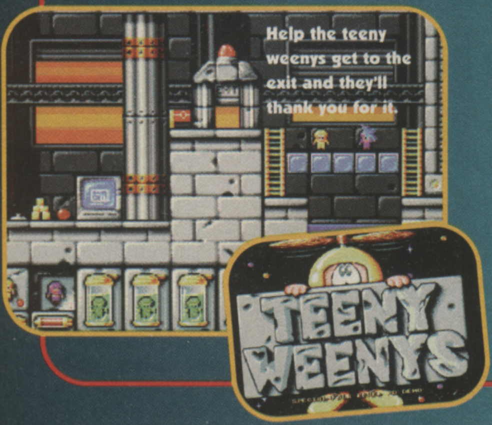
- Bouncy springy puzzly thing.
- Lots of sharp pointy bits.
- 10 levels (0-9) – chooseable… weird idea!
- Requires control skills but controls are good fortunately.
- Gets a bit silly by "Death Trap"
- Wind!!!
- Scribble, scribble, something unreadable.
- A few graphical glitches.
- (Well, it IS PD)

★★★


Some sharp pointy bits in the guise of pencils.


Purr purr.

TEENY WEENYS


Help the teeny weenys get to the exit and they'll thank you for it.

17-Bit Software
Four-level demo

Back in my day, when Jim Henson still did the voice of Kermit and Big Bird was a little egg, Sesame Street used to do a song about co-operation. Perhaps they still do. Haven't seen it in years. Honest. *(They do. – Ed.)*

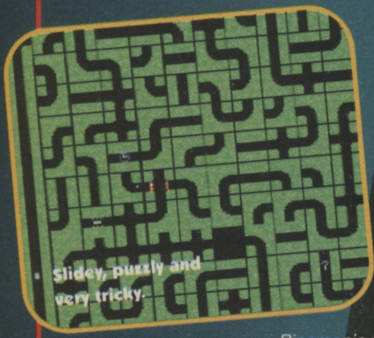
Anyway, co-operation is the name of this game. (Its subtitle, at least.) It's an ingenious timed puzzler in which you have to get varying numbers of little spacemen to the exit. Each of them will start the platform-and-death-trap-laden levels with a number of items – bombs, blocks, ladders – and more are available to be picked up, if you can help the little fellows to reach them.

"Thank you."

The only way to get all your men to the exit is by getting them to help each other. And the solutions aren't always obvious. This is about logical thinking rather than joystick dexterity.

Helped by decent, responsive controls and polished graphics, these four sample levels should have a good few Amiga gamers parting with money for the full version.
★★★★

MANIC MANOEUVRE


Slidey, puzzly and very tricky.

Your Choice Licenceware

Call me thick if you like (I won't hear you – you don't know where I live) but I reckon this must be just about the most impossible PD puzzler I've ever come across. *(Me too. – Martin.)*

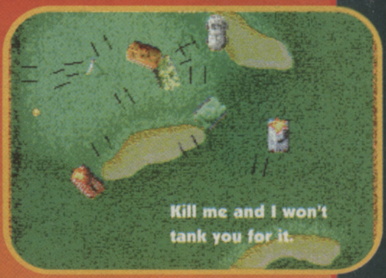
The concept is intriguing, sure enough – basically *Pipemania* meets one of those slidey puzzle games. You have to slide the blocks around to create a clear path from one corner of the playing area to the opposite one, before the truck at the bottom of the screen gets into gear and drives straight into a brick wall.

Now, I don't mean to whinge, but I would like some kind of learning curve. When I clicked on easy level I didn't expect about 40 blocks to contend with.

Nice idea. It's just a pity you need to be a genius to play it. The graphics are rubbish, too. ★★★

MANGLED FENDER
ARMORED COMBAT EDITION

17-Bit Software


Kill me and I won't tank you for it.

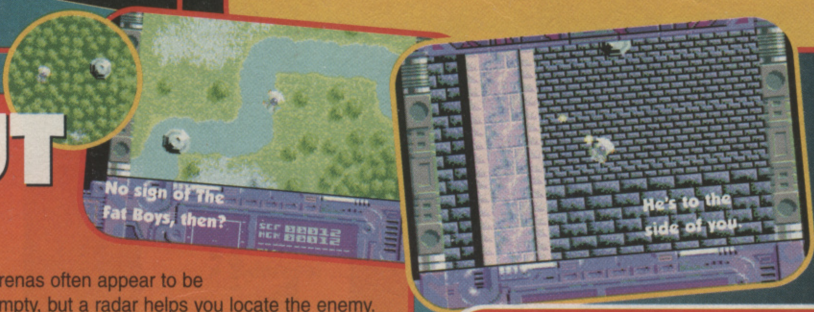
Mangled Fender – Armored (sic) *Combat Edition* is one of those PD games that tries really hard. It looks great. It looks like something really special. You get this really good feeling about it. Right up until the moment when you actually start to play the thing.

For a start it's a simultaneous six-player arena game in which various tanks slug it out until only one is left (don't worry friendless people of the known world, because all or any of them can be computer-controlled). The selection screen lets you spend dosh on traction, missiles, extra speed and other things that make you think you're in for something good. And it takes almost as long as a Speccy tape game to load – there must be some serious software on that disk, you might think.

But no. It's more likely the author's just not a very economical programmer. Because the game is, ultimately, a bit feeble. The tiny screen area and ridiculous controls (you have to move in turns) make it a frustrating experience.

With friends it provides short-term, low level transient thrills. Against the computer – forget it. Shame really, especially as it's proper PD and you get the whole kit and kaboodle for free. ★★

WIPE OUT


No sign of the Fat Boys, then?

He's to the side of you.

Your Choice Licenceware

Now this is what PD should really be about. The game's no great shakes – an above viewed, parallax scrolling shoot-'em-up – but it plays well, looks good and IS TOTALLY FREE. No demo levels or dismantled features here.

Basically a sci-fi flying saucer attack type thing, the object of *Wipe Out* is to, er, wipe out all the other flying objects on each level. The arenas often appear to be empty, but a radar helps you locate the enemy.

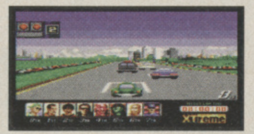
Controls are slightly weird, but after a while pursuing enemy UFOs quickly provides decent amounts of shoot-'em-up action.

While *Wipe Out* is slick, it's repetitive and doesn't stand up well to sustained bouts of play. Maybe a deluxe version could rectify the problem (he says hopefully). ★★★★

WHERE? HOW MUCH?

Reading like a telephone directory this month, here are those numbers: F1 Licenceware (01392) 493580, 17-Bit Software (01924) 366982, Online PD (01704) 834335 and Your Choice PD (0161) 811 8994.

POINTS OF VIEW



	BREATHLESS	PINBALL PRELUDE	EXTREME RACING	AIRBUS 2	GLOOM DELUXE	SUPER FOUL EGG	AMIGA POWER
MARTIN AXFORD	Where's the football? ★★★	A-ha ★★★★★	Tap, tap, kick ★★★	Dribble, tap ★	Kick, tap, kick ★★★★	Goal! ★★★★★	Tap, tap, dribble
JONATHAN NASH	I object ★★	I protest ★★★★	I object and protest ★★	I take umbrage ★	I protest and take umbrage ★★★★★	I object to protesting ★★★★★	I resign
CAM WINSTANLEY	Not as good as snowboarding ★★★	Neither was this ★★★	They didn't credit me ★★	Last month, that is ★★	I was most upset ★★★★★	Still, I went to Switzerland ★★★★	They didn't. Ha ha
STUART CAMPBELL	Lifeless ★★	I've played-it-less	Visionless ★★	Gameless ★	Gloomless ★★★★★	Victoryless ★★★★	Futureless
FRANÇOIS MITTERAND	Bonjour, mes petits ★★★★★	Repetez ★★★★★	Qui a coupé le fromage? ★★★★★	"Who has cut the cheese?" ★★★★★	Je suis mort ★★★★★	"I am dead" ★★★★★	Aaarghh!

ON SALE 22ND FEBRUARY

NEXT MONTH

FOR THE THIRD MONTH RUNNING...

We're going to stick our necks out and promise you a review of *Speris Legacy* in next month's AMIGA POWER. We might even have reviews of *Legends*, *Championship Manager 2* and *Primal Rage*. As promised in previous issues. *Slam Tilt* may also appear. Soon. But no promises, mind.

Thwart Nazi Agents

Only with your help can AMIGA POWER foil a diabolical plot.

The mighty beings of AMIGA POWER were astonished recently to open the door to a furious knocking and see a raincoated figure slump inside with a knife in its back.

The figure, a woman named Cartwright, had been attacked by Nazi agents on her way to deliver a briefcase of vital documents to the War Ministry. She'd managed to escape and, fatally injured, sought the offices of the world's greatest detectives. With only a sheet of matchstick figures and the cryptic clue "Seek the slim attaché" AMIGA POWER needs your help to prevent the plans for a new type of submarine falling into Hitler's hands.

Just £8 5s will buy convincing disguises allowing us to move freely about the perilous, collaborator-choked streets of Bath. Only £14 0s 3d more will purchase passage on a disreputable tramp steamer to Tunisia, where Martin, an expert in ciphers, is convinced the matchstick clue points.

For every 6p spent on AMIGA POWER merchandise, the full amount goes directly to our secret army based in Twickenham. Wrexham. Definitely Wrexham. Assist the war effort in one of two ways.

BUY SOME GAMES!

Fanatical guerrillas Acid and Black Magic have donated some Games Of Champions to help bring about an end to the occupation of their beloved New Zealand.

GLOOM A1200

"Strahlend widerlich," we said at the Tunisian border. "Wie ein Eins- oder Zwe-Spieler Schiessender ist es fast unschlagbar," we added politely to the passport control official. "90%," we concluded. "Ihre papiere sind in Ordnung," says the official, bowing politely.

MERELY £10

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SUPER SKIDMARKS

"Eine eigentlich sehr schöne Rennspielfortsetzung," we explained to the smiling colonel at the door. "Quadratische B-Splinen," we joked. "Der Acht-Spieler Kuhspielmeister," we added. "86% mit 5% Extra für den Kinobereich A1200." "Es tut mir leid dich zu stören," apologises the smiling colonel.

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GUARDIAN A1200

"Es ist Verteidiger aber in 3D," we assured him. "Schade, dass es die 1970s Polypschautonspur aufgegeben hat," we explained, "90%." "Enjoy your stay," adds the colonel. "Thanks," we reply unthinkingly. An exciting chase ensues through the Tunisian streets.

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As we race around the world from one mysterious contact to another, we spot mass mag-burnings in Berlin. Issues 1-37 have been lost forever. Protect the AP heritage by hiding these copies in your loft.

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COMPLETE CONTROL

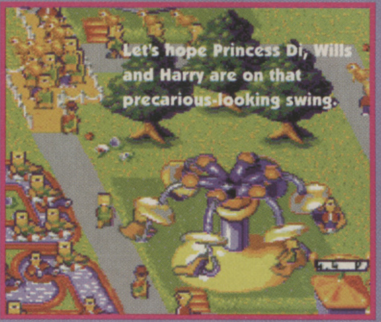
Is elusive. Right now, my dominion over these tips is absolute. But after handing him my copy, Jonathan gleefully scrawls all over it in crayon. Yet complete control doesn't lie with Nash. Mr The Publisher can cut his income with a stroke of his expertly manicured hands. But he's also impotent, his actions governed by AP readers. Who send in these tips. So no one is in control. We're all going to die.

THEME PARK A1200

A watery maze keeps the punters happy.

(Bullfrog)

Anthony Perryman (the Kentish man's Kentish man) has a whole Volvoful of special talents. My personal favourite is his uncanny ability to fit two fascinating tips on a single side of a tiny notepad, as he did with the *Skeleton Krew* missive and this diamond-encrusted Wunderhint for Bullfrog's fairground sim. Come the final judgment, he shall surely be rewarded.


Let's hope Princess Di, Wills and Harry are on that precarious-looking swing.

"Enter your nickname as MIKE and when playing the game press C for £100,000. Press I to see all the rides, Z to make all the rides available, and X to make all the facilities available as you might have guessed. Now have fun."

ALIEN BREED 3D

(Team 17)

Take that, monster fiend.

It's as if the Lord looked down from heaven one day, saw that the AP mailbox was descending into the realm of scarlet-daubed sin and in an attempt to chastise us opened the floodgates of paradise, sending out a plague of venomous *Alien Breed 3D* letters to cause great lamentation and gnashing of teeth of certain AP freelance tip compilers. Perhaps the best of these letters were from two elderly Glaswegians known only as Martin Booth and Jon Court, who slipped a full set of level codes into a ironed brown envelope and sent it skimming across the ever-efficient mail system. By placing IIIIIIII (that's 8 "I"s, people) at the end of each of these level codes you'll simultaneously complete them and gain an impressive armoury of high-explosive devices.

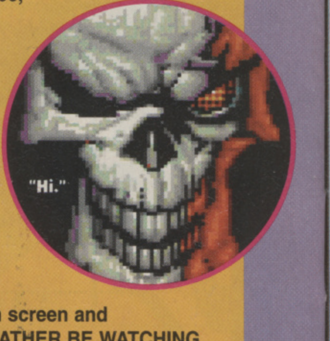
KLLKFFFF
KPKOEPPO
CCAEMHPO
IOMPBIEN
PLKKMBOO
PPKKIKPK
OKOEACFP
FOICIJPO
DDKOGELL
JEKLGJLL
GBKMKFPK
EPKELLOL
FICOHOOF
OOKOKMOP
DFIEHOOK
LKKOPCPP

For a slightly different story, Glasgow's Scott Smyth announces: "By changing the last eight characters in the level code, you can define the amount of ammo. Typing Z each time (and ignoring their sinister morphing into Js) will equip all your TOOLS OF THE DEVIL with ammo. Except the shotgun. DAMNATION." *(Oh, and we want the third set of maps by Monday, C. – Ed.)*

SKELETON KREW A1200

(Core)

You can say several things about the man Kentish folk know as Anthony Perryman. Some notice that his Initials are identical to the world's premier games leaflet. Others notice his love of writing important words in capitals. A select few know of his beloved A1200, which he polishes daily to prevent dust smirching its smooth lines. But the assembled crowds of AP shall know him for tipping this questionably-talented blaster.



"Go to the character selection screen and type in I WOULD RATHER BE WATCHING FOREST. *(Pah! – Martin.)* Press SPACE. Choose your character. When the level has loaded, press escape to find yourself whisked away to the main menu. At the bottom it should say "Cheat Mode Active All." Now go down to 'option' and press right on your joystick. This will spring you into the level select menu, allowing you to twiddle. Once you've selected a level, go to 1 or 2 player game and ENJOY."

10 PAGES OF PREMIUM PLAYING TIPS START HERE

Alien Breed 3D 44, 46-49
Frontier...53
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Penguins 45
Skeleton *("C" – Ed)*rew A1200 44
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Worms 45

JAMES POND

(GBH)

With the hype surrounding Mr Bond's latest jaunt into the Technicolor world of cinema blasting our cerebral nodes from every direction, I feel sure that budget sales of this veteran pseudo-platformer will soar as it gets irresistibly dragged into the media whirlpool in a similar way to cobwebbed Beatles albums selling due to some old Lennon demo tape being tarted up and pushed on the public. (Lennon wouldn't so much turn in his grave as rotate at such a rate that, if properly harnessed, could be used to bore a second Channel Tunnel). Anyway here's a wee tip from Stratford homeboy Harry Fox. Harry?

"Here's a nifty cheat I found when I was playing on *James Pond*. On the first level free all the lobsters, then go back to the home pipe, but don't enter it. Now swim to the green seaweedy bit to the left, and you'll be whisked away to level six. The more ambitious among you can do a similar thing by leaping out of the water and landing on the rock at the far left to get transported to level eleven." Blimey.

The name's Pond.

WORMS

(Ocean/Team 17)

I may be wrong (there is, after all, a first time for everything), but the point of this column is to remove unwanted frustration from your gaming habits, metaphorically holding your hand while you go to the toilet at playschool. Usually it's a game blocking your progress which causes you to tear huge chunks of your hair out, but in Team 17's *Worms* a major cause of rage is the incessant nature of the squeaky samples. Hence the appearance of this slightly techy tip from Wales's Laurence Meynell, in which the cheeky Dyfed lad tells us how to pick and mix our samples:

(1) Get some decent weapon/explosion/expressions of surprise samples from a PD library or something. (2) Use the Workbench utility Multiview to examine the sample files on the *Worms* disks. They're in a drawer called TWENGLISH on disk 2. Be sure to Show All Files. (3) Rename your samples to the Team 17 names. (4) Copy across your samples, replacing the Team 17 ones.

It is important to only use samples Multiview can use, and samples which are longer than the original do tend to be out of synch with the graphics."

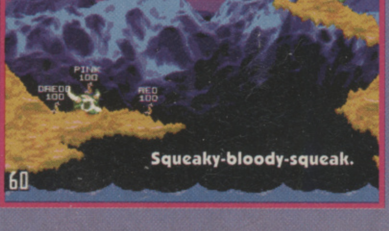
A little suggestion from me too: if you're going to experiment with your disks be sure you're using a back-up copy. This'll save tears later.

A noose. Now there's an idea.

Come on then, I'll take the both of you.

BLUE
27
DREDD
23

The Isle of Wight's Needles. And some worms.



Squeaky-bloody-squeak.

MAP
MODE
MAP

Not so much a tip as an advert.

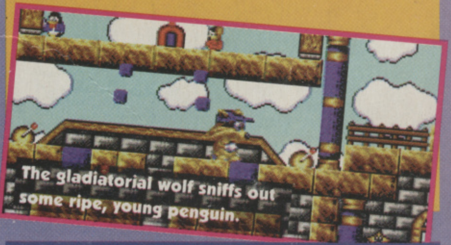
PENGUINS

(Scott Hayne)

It's heartening to find a programmer brave enough to buy into the rock-and-roll outsider myth, standing proud on his code-mountain and spitting at corporate whores who'll prostitute their intangible dreams for a regular wage and a warm office. Scott Hayne didn't sell this rather fab puzzle/platformer/avian sim to a major house, risking it all instead to bring you the 82%-rated game directly for £7. I urge you to buy it from Scott at 29 Argyle Road, Weymouth, Dorset DL4 7LX. This has been a public service announcement. And these are some level codes. Which you're welcome to.

KATAGA
BAXAUA
TAEAWA
UAYAEA
XAUAEA
TACAIA
VAIAUA
UAEAMA
UAEANA
IAEAMA
UARAEA
BAZAIA
YAEAZA
CAAADA
ZAIAUA
DAEANA
MAEALA
YAWAMA
MANAUA
MACAZA
TAIAOA
TAQAOA
IAWAMA
SAIAEA
BAUAEA
YAEANA
JAFANA
JAEAIA
IAEANA
EAUAEA
UAEAXA
UAWATA
UARANA
UAEAMA
YAZAMA
UATABA
ZAMAWA
NAZAUA
RAJAXA
YAHAMA
RAEAMA
YAEANA
MANACA
UAEAMA
UAEANA
JARAUA
NAEAOA
MAQAIA
BAEAIA
EAIACA
BAXAOA
PAEAUA
ZAYAWA
IAZABA
UATAMA
YAYAEA
UAWAMA
BAZAMA
HAGAFA

Use YCHRMR to get to level 60 with all eggs collected.



The gladiatorial wolf sniffs out some ripe, young penguin.

DON'T FORGET

There's one thing I like to find in my mailbox, before I delve into my voluminous bowl of Wheaty flakes, and that's tips. Or money. If you can help me in either case, don't be shy. Send cheques to: Complete Control, AMIGA POWER, 30 Monmouth Street, BATH BA1 2BW. Or send me an ElectroJournal at bs4kmg@bath.ac.uk

ALIEN BREED 3D

Part Two

KEY TO MAPS:

Blue lines – partitions or structures within room

┆ or ┆ Partitions or tunnels or drops from ledges

▬ Red bar on wall – switch

■ Red block – lift or platform or teleport pad

│ — Black lines – solid walls on partitions

○ A barrel

△ A fire-jet

▤ Stairwell, staircase

B ...or other letter, door which opens with this letter key

MK – Medikit
GL – Grenade Launcher
RL – Rocket Launcher
SA – Shotgun Ammo
GA – Grenades

SG – Shotgun
PG – Plasma Gun
CL – Pulse Rifle Gun
PA – Plasma Gun Ammo
RA – Rockets

YP, GP, RP, BP – Yellow, Green, Blue, Red Pass (Where not written)

Breeds named after characters in My (So-Called) Life? Lordy.

MORE GENERAL TIPS:

Monsters

I trust you were all as disappointed as I when Comrade Nicholson daubed this *Doom* – but on the Amiga game's fearsome denizens with the names "Breed 1" and so on. I'll quickly paper over this questionable decision by naming them all after the delightful characters who populate the greatest cancelled drama ever, My (So-Called) Life.

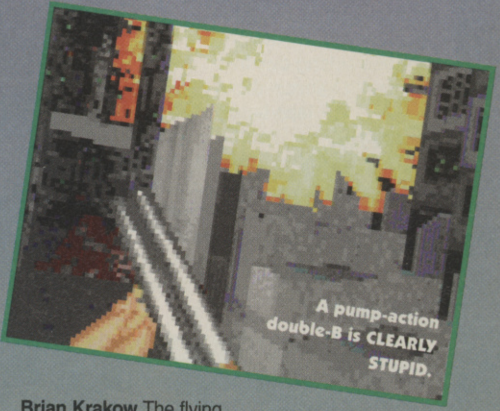
Rayanne These demon dogs were previously known as Breed 1. While not much of a danger, note that their attack pattern is a zig-zag run towards you, leading them to collide with the walls and stop for a vital second or two. This is the correct time to apply liberal firepower, remembering not to use the plasma gun as it shoots too high.

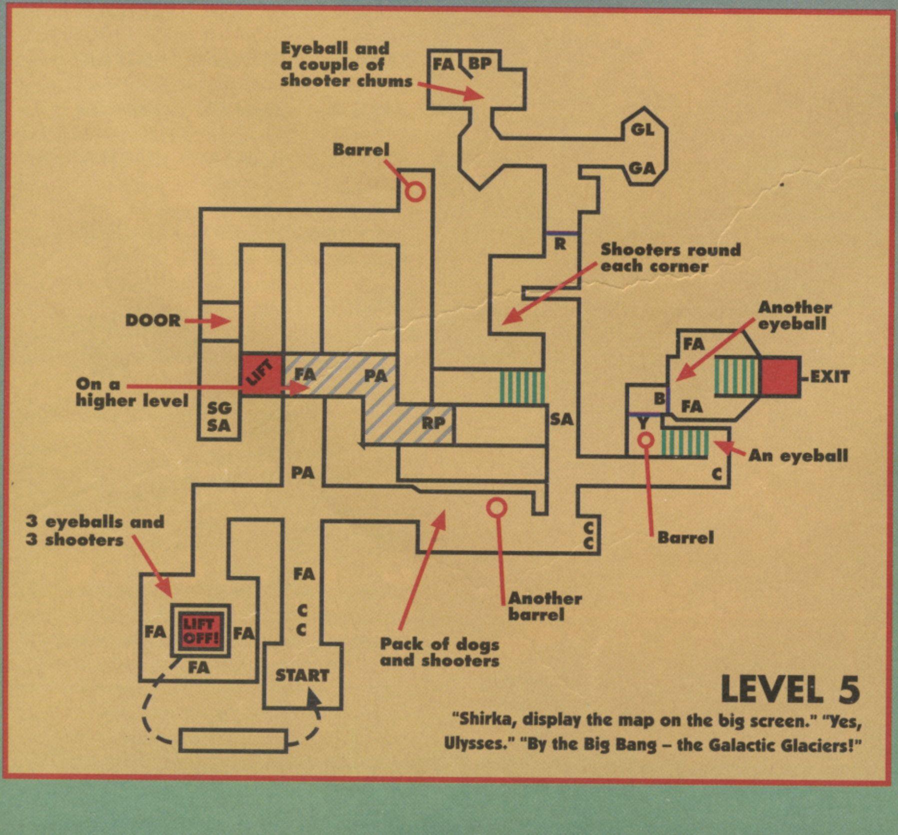
Danielle and Ricky The guards. These used to be Breed 2 and Breed 3 respectively. It is ill-considered to attempt to run past a hunting party of these, as they are much more manoeuvrable than the larger foes, and will blast you with ease.

Brian Krakow The flying eyeball monster previously known as Breed 4's fearsome presence can best be overcome with the appliance of plasma. Note that when they are flying it's ridiculously difficult to hit them with a grenade, as usually it'll overshoot. Avoid this faux pas by kneeling.

Jordan Noxious. This is the only phrase to describe these snake-bodied slug-beasts. They tend to waddle about randomly, causing most of your shots to miss, only halting to loose a burst of incandescent plasma. It's best to avoid them, and easy to do so as they're lunkish and slow. If you want a fight, use the plasma gun at medium to long range, or ambush them with the shotgun.

Sharon These are just

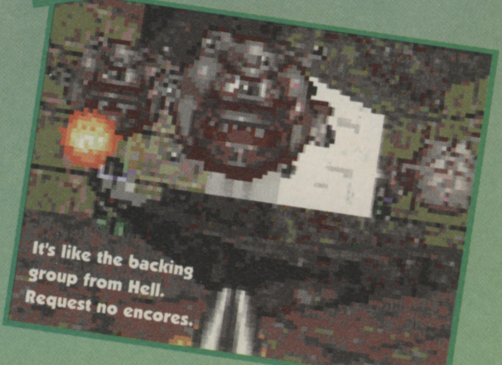

A pump-action double-B is CLEARLY STUPID.

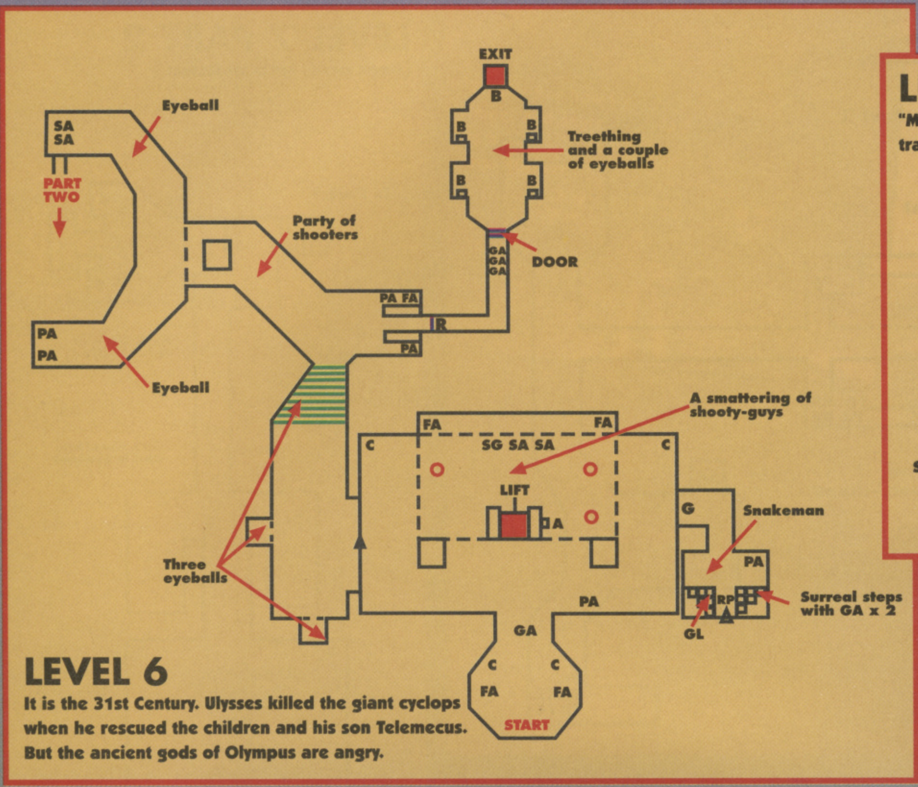


LEVEL 5

"Shirka, display the map on the big screen." "Yes, Ulysses." "By the Big Bang – the Galactic Glaciers!"

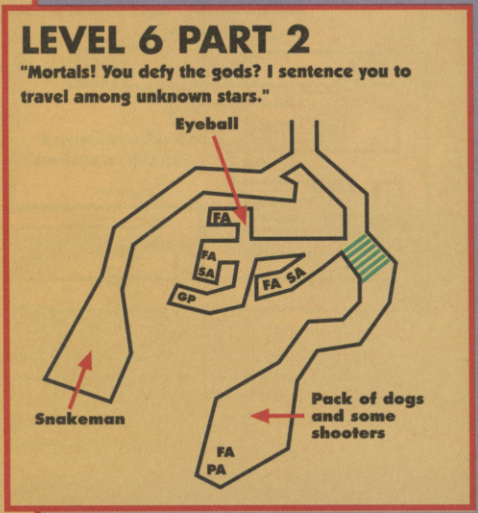
"SHOOT ME! BLOW ME UP! SHOOT ME AGAIN! I ENJOY IT!"


It's like the backing group from Hell. Request no encores.



LEVEL 6

It is the 31st Century. Ulysses killed the giant cyclops when he rescued the children and his son Telemecus. But the ancient gods of Olympus are angry.



LEVEL 6 PART 2

"Mortals! You defy the gods? I sentence you to travel among unknown stars."

glorified, mucous-daubed tree stumps, who nature has allowed to shoot off tiny flying eyeballs. It's actually the eyeballs which are more deadly, so be sure to shoot them before they strafe you with vitriolic bodily fluids. A single shotgun blast or a couple of pulse rounds should deter them. Plasma blasts are ineffective as the eyeballs are such a small target, so save the plasma gun for the stumps themselves. Also a few direct rocket hits can be useful.

Graham These humanoid creatures appear dressed in a sartorially elegant red uniform which I, for one, feel will be swinging down Paris catwalks this coming summer. Until then remove their presence with a brace of shotgun blasts.

Patty This is the experimental weapon on Level 8. She's viciously nippy, charging over to you and loosing a spread of grenades like she hadn't a care in the world. A ludicrous number of rockets are required to destroy her, a task not made any easier by having to use hit-and-run tactics. Exploit her Achilles' Heels of stupidity and a Dalek-like inability to climb stairs.

Moving

Kneeling By dirtying the knees of your combat trousers you'll reduce the range of your grenade launcher, increasing its effectiveness in the more intimate situations.

'Taking' Corners Don't blunder about like an unemployed ac-TOR in a Donald Duck suit. Sidestep out from a corner to scan for hostiles before advancing. Heed the advice of Dave Prowse, TV's Green Cross Man, and look both ways before crossing T-junctions. I'll be advising you to 'take' many corners, so practise until you're pleasingly perfect.

LEVEL 5: SYSTEM PURGE

Level Code: HJCCIAOLNHHHPLGN

You instantly get ambushed by a Danielle, so start the level with a shotgun in hand by pressing 2 on the plot screen. Hold your position for a while and several bridge-based Danielles will wander into your sights. Discipline them and jog down to the T-Junction, 'take' it, head left and go up in the lift. Across the second bridge you'll spy the Red Pass, but before you grab it, face left, kneel down and sidestep onto the bridge. Blast the barrel and, before the explosion fades, return to cover. Get the key, head back and jump off the bridge in front the lift.

Perambulate to the corridor where the barrel was and charge down it, shooting the Danielle at the top of the first junction. There's a Krakow at the end who's blocked by the bridge and is easily lured into the passageway. Plasma him and go back to the first turning. Go along, 'take' the T-junction and go left. Ascend the staircase, blasting the Danielles beyond each corner. Go through the Red Door, kill the Danielles and Rickys, and the floating Krakow. The game usually crashes around now unless you've entered the room and hugged the left-hand wall, only turning right at the far end. So do so. Snatch the Blue Key and return to the T-junction, going right.

The next major challenge is the where the corridor drops into a Krakow-packed room. Don't bother with these, but stay up top and pick off the Danielles. When the floor's clear, jump down, slam into the central column and press space. While the column descends, run round it and get the health bonuses. When the teleporter is visible, step upon it. Pick up the Yellow key and skip onto the other transporter. You'll find yourself back at the level's start. Head towards the exit (being wary of the new set of Danielles who have appeared), explode the barrels, open the Blue and Yellow doors, liquify the Krakow and exit.

LEVEL 6: THE MINES

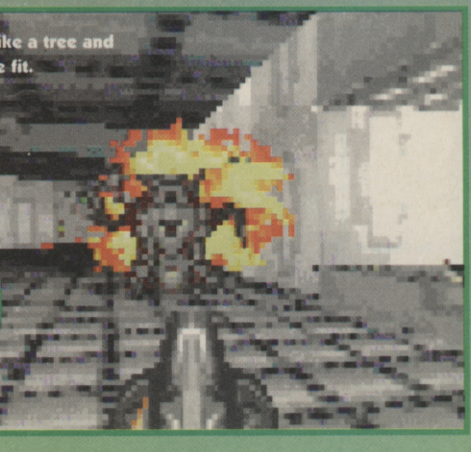
Level Code: PEICMMPPBONNFFFF

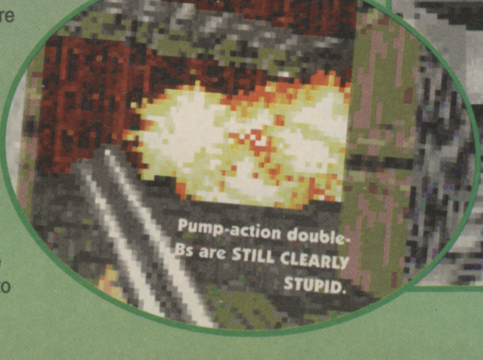
Stay up top and use the shotgun to blow up the barrels. Head to the lift, kneel down and crawl into it. Activate the lift but jump out so it descends without you. Now jump down and kill the Danielles. Open the large door on the left of the chamber with the button. Get the health bonuses on the ledge by running towards the thinnest part so you'll clear the gap.

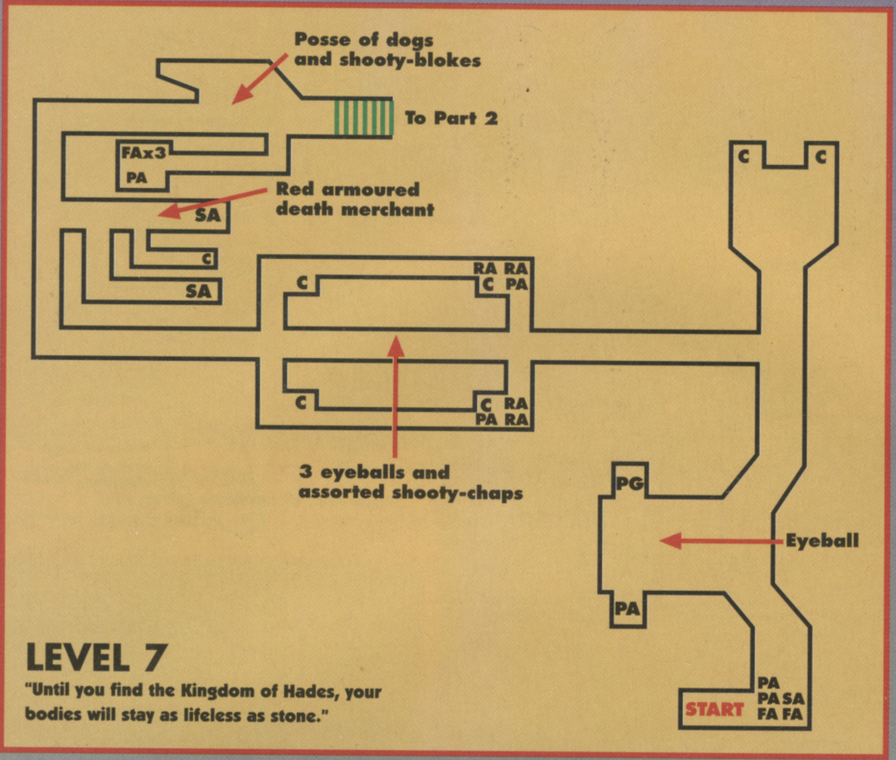
There are three Krakows in the room who usually mill around but occasionally stick together. Use the low doorways as cover, or race through blasting them with the plasma gun. Whatever, make sure you're using the plasma gun before you drop into the half-circle gully beyond. Run left, underneath the Krakow. Grab the plasma ammo from the dead end, spin on the spot and kill the following monster. Work your way round to the doorway, being wary of the second Krakow.

In the sewer, be careful to 'take' all the corners as there are Danielles swaggering everywhere. Go left, then right, then left at the crossroads for the green key. (The other paths lead to ammo and bonuses if you need them.) Return to the sewer entrance and go right. Run past the Jordan and hurl your sludge-encrusted body into the teleporter. Stop instantly, because you appear on a ledge.

Spring back to the green door and go through it. Kill the Jordan and get the passcard by climbing onto the side ramps and jumping off behind most


Stand like a tree and become fit.


Pump-action double-Bs are STILL CLEARLY STUPID.

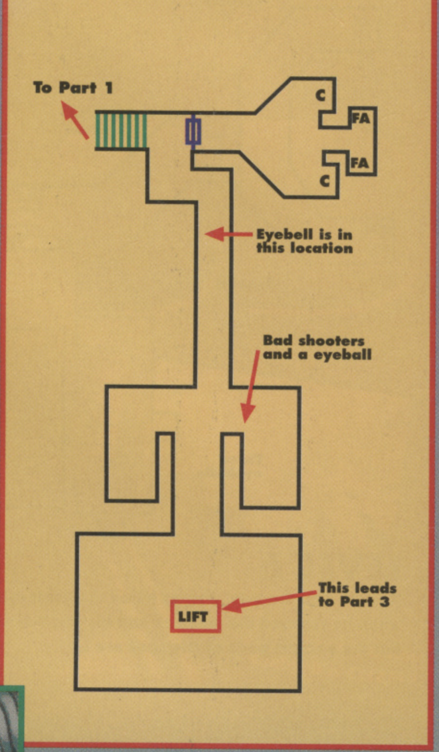

Posse of dogs and shooty-blokes
To Part 2
FAx3
PA
Red armoured death merchant
SA
C
SA
C
RA RA
C PA
C
C RA
PA RA
3 eyeballs and assorted shooty-chaps
C
C
PG
Eyeball
PA
PA
PA SA
START
FA FA

LEVEL 7

"Until you find the Kingdom of Hades, your bodies will stay as lifeless as stone."

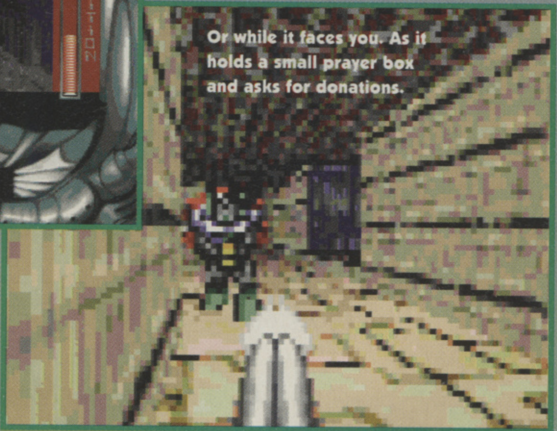
LEVEL 7 PART 2

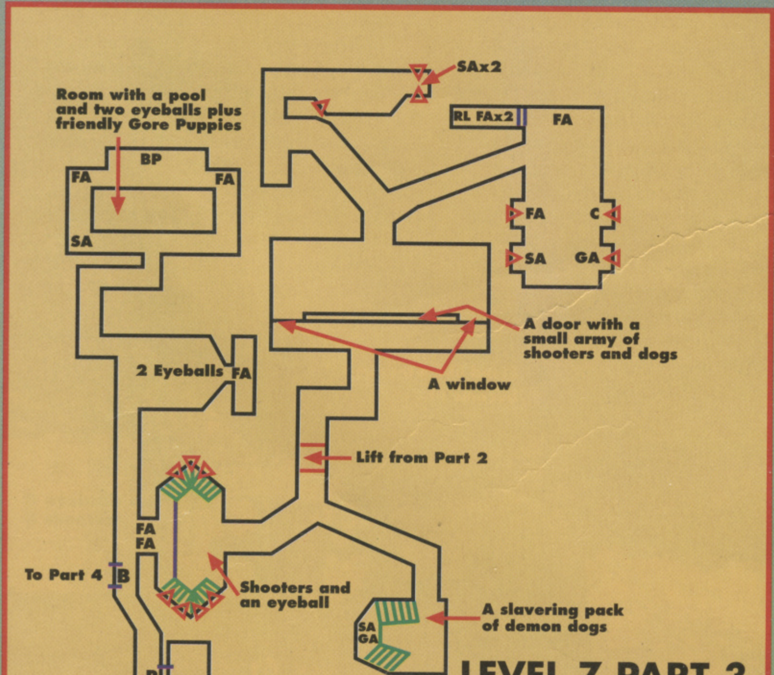
(Music swells for brief instant.)


To Part 1
C
FA
FA
C
Eyebell is in this location
Bad shooters and a eyeball
LIFT
This leads to Part 3

"Fear not! Lord Smoked Meats and Fishes is here to save the day."

VITALITY
AMMUNITION
Kill it while its back is turned. Away. From you.


Or while it faces you. As it holds a small prayer box and asks for donations.

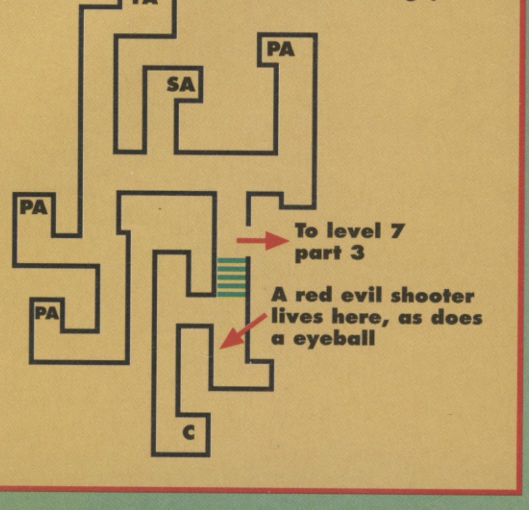

SAx2
RL FAx2
FA
Room with a pool and two eyeballs plus friendly Gore Puppies
BP
FA
FA
SA
FA
C
SA
GA
A door with a small army of shooters and dogs
A window
2 Eyeballs
FA
Lift from Part 2
FA
FA
To Part 4
B
Shooters and an eyeball
SA
GA
A slavering pack of demon dogs
R
Red clad hard shooter
EXIT

LEVEL 7 PART 3

"Ulysses, Ulysses, soaring through all the galaxies, in search of Earth, flying into the night."

LEVEL 7 PART 4

"Ul-y-sse-e-ees, no one else can do the things you do."


FA
PA
SA
PA
To level 7 part 3
PA
A red evil shooter lives here, as does a eyeball
C

of the fire, then waiting for a gap in the jets. Head for the red door and open it to face Sharon and her twin Krakow bodyguards. Saturation grenade usage, possibly with you kneeling, should kill the Krakows and weaken Sharon sufficiently for you to move in with the plasma gun and finish her off. Throw all four switches to exit.

LEVEL 7: THE FURNACE

Level Code: KCCOIHOLBOMJNNHN

This level is large, but not actually too taxing. Start by dispatching the pack of Rayannes and their Krakow keeper before heading off down the first long corridor. Three Krakows will head towards you, so reverse at full speed to use the wall as cover. Judicious use of the plasma gun will vanquish them. Enter their room and clear out the Danielles, then push onwards.

After a few skirmishes you should reach a staircase. Nip down, kill the Krakow which is about to flit sinisterly along the corridor, then open the secret door at the bottom of the stairs for some health bonuses. Go along the corridor and find the lift. Face the entrance of the cavern as you step into it to keep your bearings, and go down. The exit's to the left, but go right and follow the map to pick up the bonus items. The best way to swipe things from flame-protected alcoves is to pass them and enter the sub-chambers on the far side. And it's really not worth releasing the Jordan for a couple of rockets.

Now go left to the fork. Follow the remarkably attractive right tine like a lovesick Smiths fan. It leads to the furnace itself. Kill the Krakow and his underlings, go up the left staircase and stop halfway. Progress to the T-junction and go right. Kill the Breedy bathers, take the blue pass. And go. To. The Blue Door. Beyond is a small watery maze. Go right, left and left for the red pass. Retrace your steps and jog off to the red door. Drill the guardian Graham and leave. I would suggest a tea break before the next level, as it's a little obnoxious. (And another thing - isn't tea the spookiest drink in the world? I mean, who thought "Hey guys! Pass me that boiling water, I'm going to pour it over some leaves. And then drink it with the stuff that came out of that cow when we squeezed it." Sorry, I'm digressing.)

LEVEL 8: TEST ARENA GAMMA

Level Code: PPKKJLOLPJPJJEFN

The secrets here involve using the lifts to gain access either to the gantry above the arena (the high ground is, of course, good) or the green key, which opens a door to a rocket laucher guarded by a couple of Grahams. There are also bonuses all over the level, but to escape you have to complete a ridiculously risky task, so I'll describe the shortest route to the exit to save you experiencing the exquisite frustration of being stamped on the face with a size 72 iron boot after you've been collecting stuff for an hour. A C-Monster tip: turn down the detail on this level as it's quite demanding of a basic A1200.

Run along the edge and jump off at the far end, shooting the Danielles who lurk around here. (There's an interesting bug here. By running backwards into the wall then sidestepping you can climb back up to the higher level.) Enter the main arena and massacre the Rickys. Flick the switch marked 'O' on the right-hand side of the map so you can open the appropriate secret door. Advance to the top side of the arena and open the leftmost door. Skip into this small maze and vapourise the opposition. You will eventually reach switch X which should be turned on immediately. Head back to the main arena, where door X will now be openable. (A Jordan is sometimes released at this point. Leave him for later on the grounds there's no point getting killed just before the ridiculously risky bit.)

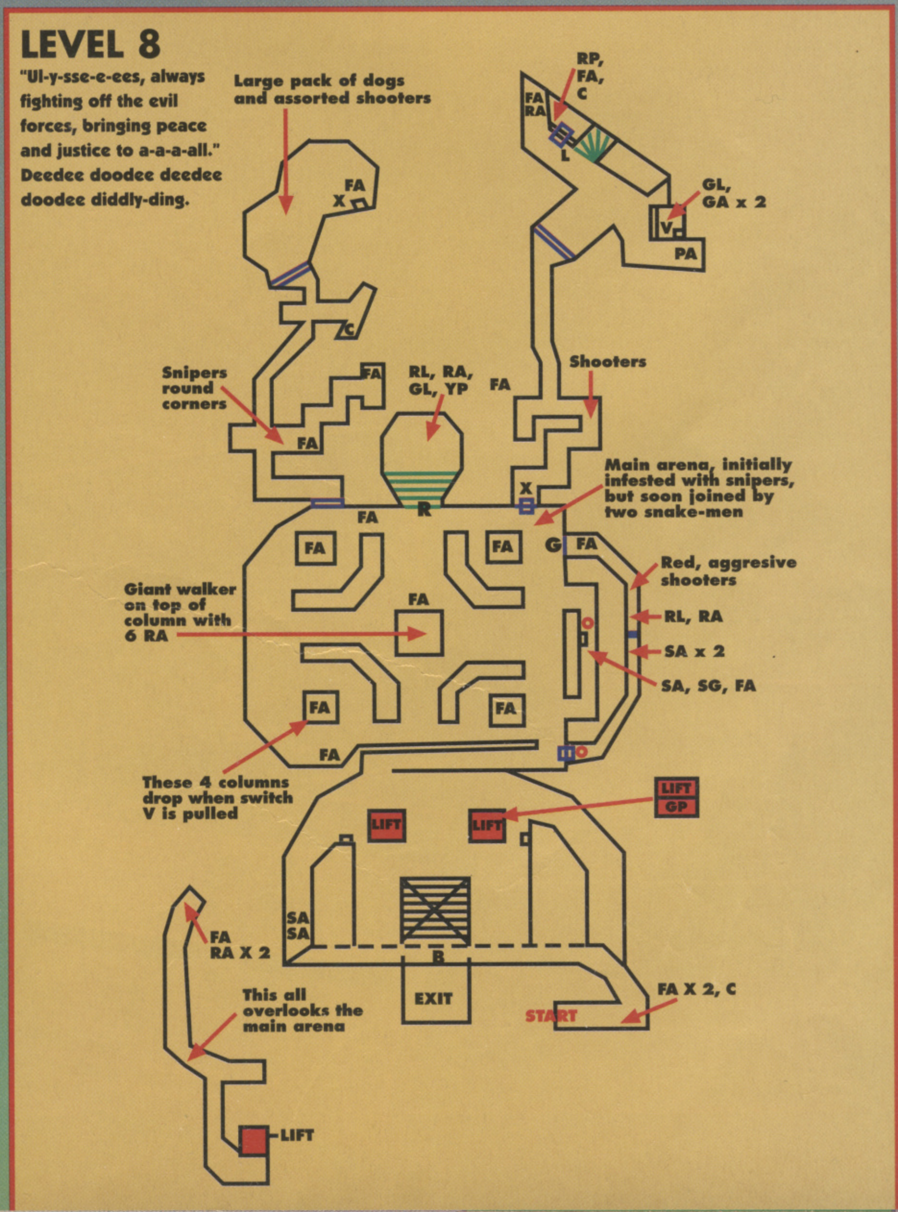
Follow the corridor until you reach the two-door room. Kill the Krakows and sidle up to the right-hand door. Shoot the Danielle guard and flip the lever. Wander over the other door to get the red key. Return to the arena and kill the new wave of Rickys. Again, avoid the second Jordan and slip over the to the red door. MAKE SURE YOU HAVE FULL ENERGY.

The red room is packed with bonuses, but as you enter the central column will begin to descend, releasing Patty. Don't panic, as this will lead to your complete immolation. Casually pick up all the firepower and stride measuredly up to the top of the stairs. Patty will notice you and dart forwards. Back down the stairs into the corner of the room. Patty should arrive, and start to spray grenades: when she's moving down the stairs rush up and squeeze past her as if your very life depends on it. Should you survive, Patty will be unable to leave the room or even fire out of it. By positioning yourself tantalisingly close to her she'll spit grenades all over herself, eventually leading to her destruction and the release of the blue key. Grab this, and head up the newly-formed stairs to the exit.

And that's about it for this month. Peace, Love and Empathy.

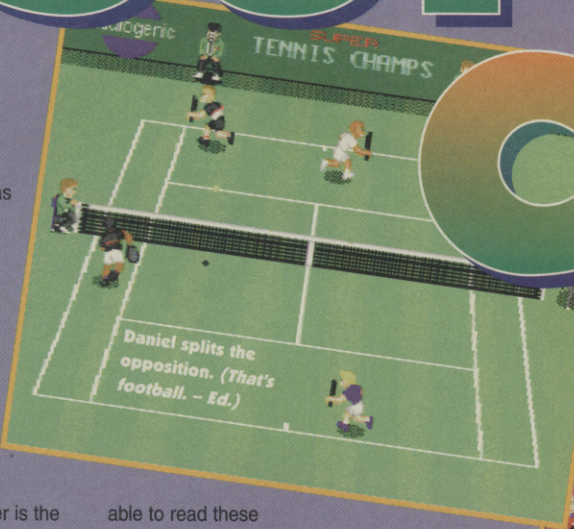
● *C-MONSTER*

"Giggle! See how I simper and angle my head coquettishly."

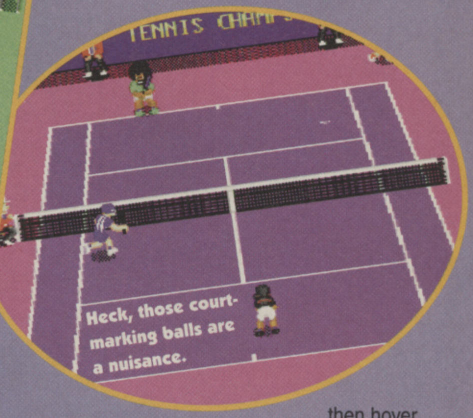

LEVEL 8
"Ul-y-sse-e-ees, always fighting off the evil forces, bringing peace and justice to a-a-a-all." Deedee doodee deedee doodee diddly-ding.
Large pack of dogs and assorted shooters
FA
X
RP, FA, C
FA
RA
L
GL, GA x 2
V
PA
C
Snipers round corners
FA
FA
RL, RA, GL, YP
FA
Shooters
R
X
FA
Main arena, initially infested with snipers, but soon joined by two snake-men
FA
FA
G
FA
Red, aggresive shooters
Giant walker on top of column with 6 RA
FA
RL, RA
SA x 2
SA, SG, FA
FA
FA
FA
These 4 columns drop when switch V is pulled
LIFT GP
LIFT
LIFT
SA
SA
FA
RA X 2
B
This all overlooks the main arena
EXIT
START
FA X 2, C
LIFT

SUPER CHA

Dosi-dos, marriage and tennis doubles. Three things for which a partner is a prerequisite. Well, almost.



Daniel splits the opposition. *(That's football. – Ed.)*



Heck, those court-marking balls are a nuisance.

Fifty-four identical rectangular wooden blocks never struck me as a very good idea for a game. But Jenga™ is exactly that and because it's not a game I'd ever consider buying for myself, I bought it for my family instead. And then spent my entire Christmas holiday playing it. Good-o.

For the Jenga™ virgins among you the objective of the game is to take it in turns to remove one wooden block from a tower – stacked eighteen stories high, each level consisting of three blocks – before replacing it on top of the increasingly wobbly monument. The winner is the last person to successfully remove and replace a block. The number of players rather depends on how many people you can fit around a table without one of them prematurely knocking the tower over by sneezing, jogging the table leg or fingering the tower heavy-handedly at length as though it were a bomb. *(Who? What? – Ed.)*

There are only four members of the Axford clan who are eligible to play Jenga™ (Douglas the cat being the fifth) and my Mum didn't want to. Which left me, my brother Nick and my Dad. Only I AM KING JENGA and so it was between the others as to who would lose. But my Dad only played once (and lost), so it was always Nick. Heh-heh.

As with any lengthy and irrelevant introductions, there is usually a point which I work towards, so tenuous link fans can now relax as I reach one in all its sumptuousness. Playing Jenga™ on your own isn't much fun. Tennis is likewise. So grab some unassuming friends as I act out the part of Saint Peter and lend you my keys for you to unlock the golden gates and enter the heavenly abode of doubles tennis tippery.

TAKE YOUR PARDNER BY THE HAND

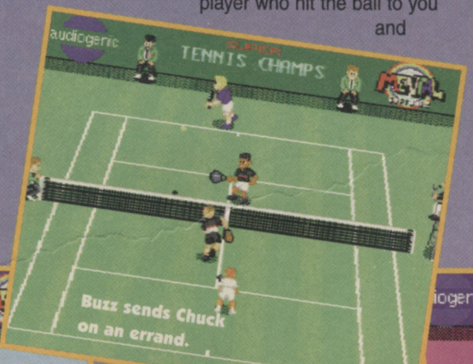
Actually, if you have no unassuming friends to grab, rejoice. Instead of being an inadequate and pathetic soul you are afforded the privilege of being able to read these doubles tips in the comforting knowledge that they are for your eyes only. And your computer doubles partner. Where would be the logic in providing tips for those of you who are fortunate enough to be able to utilise the FOUR-PLAYER MODE OF CHAMPIONS? Exactly. There wouldn't. So only read on if you while away your hours playing doubles alone.

Once you've served, the ball is often returned to the feet of your computer friend which usually guarantees something approaching a rally. (All doubles partners are proficient so if you do lose then the finger of blame should be pointed firmly at your own chest. And blaming a computer player seems a tad feeble anyway, don't you think?) Then the ball tends to zoom back down the line before it's thwapped cross-court to your own good self. The chances are that your goofy opponents are still in their original positions and that neither of them are right at the net. Use a topspin return to the player who hit the ball to you and then hover mid-court. Always keep an eye on the whereabouts of your partner, remaining on the side of the court which he or she isn't covering, and never commit yourself to the net. The lob is a common feature of the doubles game. You've been warned.

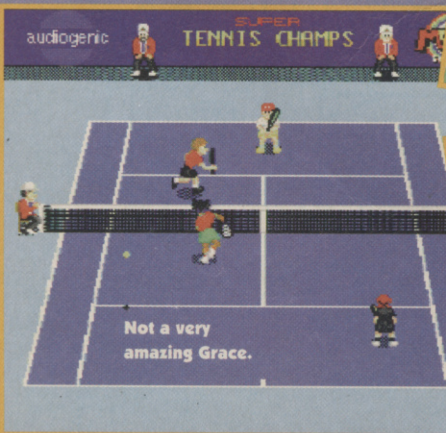
You'll discover your partner has an overriding obsession with the ball, relentlessly chasing in a manner similar to that of a member of our dear Royal Family pursuing some ugly old trog. Frequently nipping across and trying to take your shot for you is his way of telling you just how crap you are. When this happens it leaves one area of the court free allowing your opponents to take advantage of the vast acres of space. So cover it.

YOUR LAWFUL WEDDED WIFE

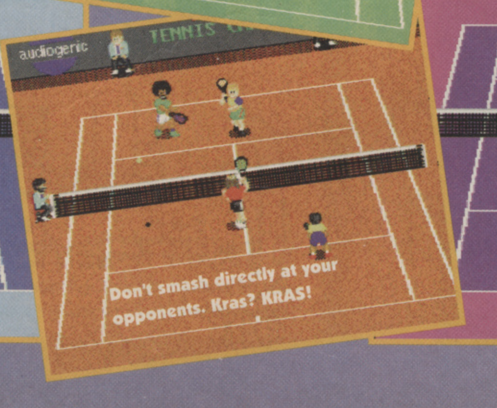
Successful doubles players are usually those with vast experience. Pam Shriver, for example, was knocking around the professional tennis circuit for yonks picking up all sorts of doubles titles. Though



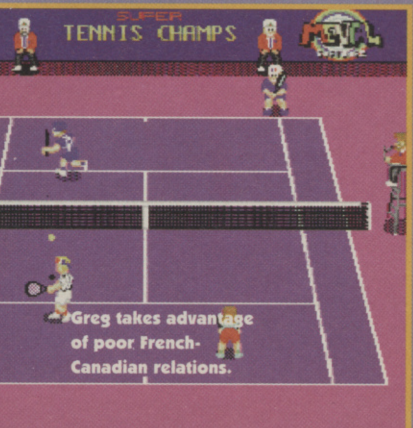
Buzz sends Chuck on an errand.



Not a very amazing Grace.

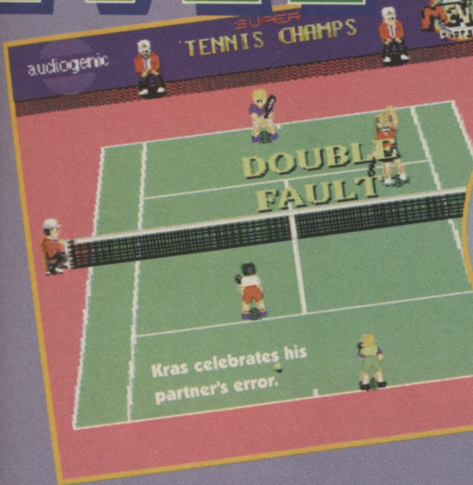


Don't smash directly at your opponents. Kras? KRAS!

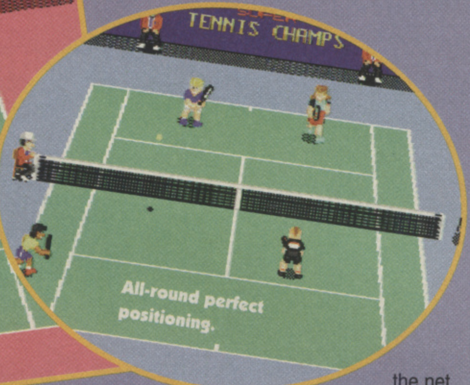


Greg takes advantage of poor French-Canadian relations.

TENNIS AMPS



Kras celebrates his partner's error.

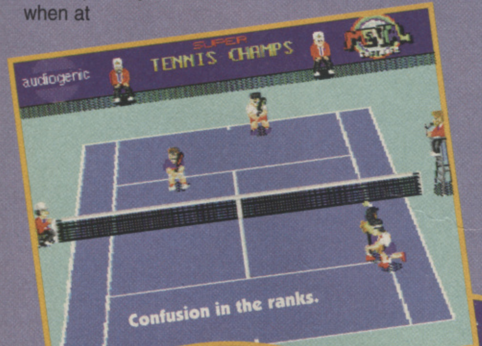


All-round perfect positioning.

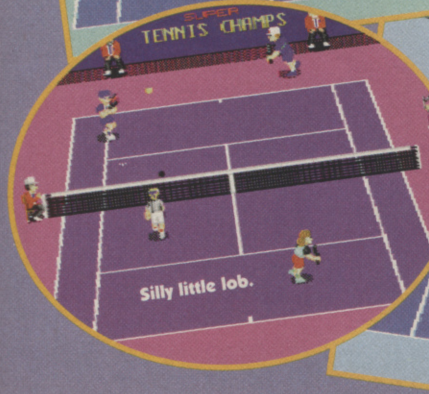
that's probably because, erm, her partner was Martina Navratilova. Erk. Recognising a bad example when I've written one, here's another: Martina Navratilova. Not only did she have vast experience, she also had a solid repertoire of shots. In the singles game there is a tendency to rely heavily on the topspin shot and its direction. Playing doubles requires much more skill and so you'll need top utilise the full range of shots. The lob is particularly useful in doubles, along with the drop volley and smash when at the net. So when receiving the serve, direct a lob back over your net-bound opponent. There, an easy point. If you find yourself at the net with the ball coming straight at you smash it, quite obviously, away from your opponents. Another easy point. (Smash directly at your opponents and the ball is guaranteed to return with twice the ferocity.) Should you be accompanied at the net by the three other players, swing the racquet furiously in an attempt to win a rather more tricky, and entirely luck-dependent, point. And don't wimp out by retreating to the baseline because, zwoosh, the ball will pass you with unerring accuracy before you have the chance to so much as say fluff. Flu. Bless you.

So there you have it. A comprehensive, yet seemingly ironic, guide to playing tennis doubles alone. Now go and do yourself a favour – treat yourself to an adaptor and some human friends and experience *Super Tennis Champs* the way it's meant to be played in the FOUR-PLAYER MODE OF CHAMPIONS. It's better than country-dancing.

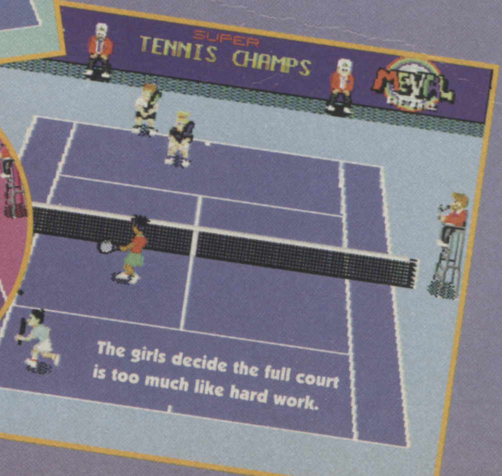
● ***MARTIN AXFORD***



Confusion in the ranks.



Silly little lob.



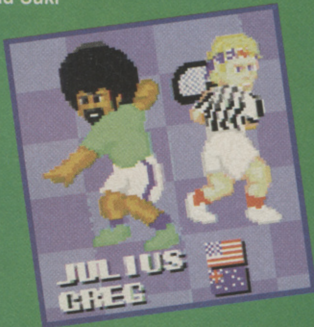
The girls decide the full court is too much like hard work.

THE GOOD, THE BAD AND THE PLAIN CRAP

After many painstaking days of lengthy and thorough research, here is AMIGA POWER's definitive guide to those doubles partnerships on *Super Tennis Champs* which you are advised to select, to avoid or to ignore beyond all reasonable doubt.

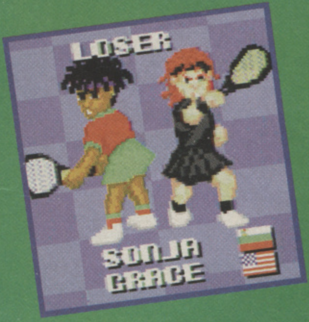
GOOD DOUBLES PARTNERSHIPS

Julius and Greg
Helga and Jody
Stan and Mac
Daniel and Chuck
Fran and Suki



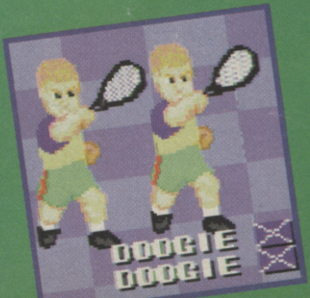
PARTNERSHIPS WHICH SHOULD BE GOOD BUT AREN'T

Sonja and Grace
Henri and Synex
Buzz and Ayrton
Gabby and Marie
Roger and Carlos



BAD PARTNERSHIPS

Doogie



INEBRIATED?

Then you need...

THE LAST RESORT

with C–Monster

In a bid to free your constipated gaming skills from their frustrated bowels, C-Monster pretends he's a doctor and prescribes your fibre.

This brace of pages works in a similar way to a young traveller visiting a wizened Zen master. You arrive, full of questions about the world in which you find yourself stranded, and put forward a tentative query. I smile serenely, realise I haven't the faintest clue, then run into my meditative cave to contemplate the problem. Contemplation is another word for leafing through faded journals and contacting fellow elders. Sooner or later an answer is found and we all leave happy. Except I leave with more money. Heh-heh.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I have managed to get into the Atlantean maze, have used the statue head with the lava fountain and squashed the guard with the sentry statue. I have collected the eel sculpture, but have no Orichalcum to use in it."
Chris Armstrong

A Use the bread with the cold cuts to make a sandwich. This acts as an ideal bait for the rib cage, which should be placed in the crab room. This should catch you a crab. Now return to the lava room, where you should use the cup with the pedestal and the statue's head with the plaque (as, indeed, you have). Take the cup of lava you collect back to the machine room, fit the bronze spoked wheel to the front of the machine, pour the lava down the funnel and prepare to accept the deluge of Orichalcum beads. I suggest that you now remove the wheel and take a stroll to the sentry room. Upon arrival place one bead in the fish's head, a second in the eel sculpture and a third in the statue's mouth. Break on through to the dungeon.

LOOSE ENDS

XENOPHOBIC SPECIAL! MORE FOREIGNERS THAN USUAL. SEND YOUR "COMING OVER HERE STEALING OUR JOBS AND TAKING OVER OUR HINTS COLUMN" LETTERS TO ANYBODY BUT US.

Q "In ISHAR 2, I'm on the verge of going mad trying to find the magic shield to protect me form the fire-breathing creature on the last island. I know it's somewhere on the tree island, but where? Answer me or SUFFER THE WRATH of the rubber chicken."
Kotrine Myra and Berta (the rubber chicken), Norway

Q "I'm really stuck in EYE OF THE BEHOLDER 2. I have the four horns and I passed the test, so all my characters' first hands have a cross on them. Then I went to the cleric's private chambers which are on the first floor. I'm unable to open the door there. The shape of the lock appears only once on that level and it's round. Where is the key? There is also a green shield I can't pass. When I click on it, the computer pronounces that "the shield protects what lies beyond." How do I open it? Can anyone help me? I shall be grateful for your help."
Xavier Lawrence, Switzerland

Q "Does anyone know any good combinations for any of the characters in that rather good beat-'em-up SHADOW FIGHTER?"
Antibiotic Lawrence, Switzerland

Q "I am totally stuck on EYE OF THE BEHOLDER 2. Please could you tell me the answer to the riddle that goes "items born of greed, are what I need, one for each year, and one less to fear." What is the item needed and where can I find it?" *(I believe it's coins, though I'm probably wrong. – CM.)*
Ed Tobin, Derby

Q "I can't work out how to save JETSTRIKE A1200 to disk, as the AGA version does not use the password system that was in the original. I can't trace Rasputin Software or find a phone number for them."
Mark Hibbit, Surrey

Q "I've summoned the Demon and broken the curse of Middeldorf in LEGENDS OF VALOUR, and only need to find our beloved king. But I can't. Help!"
Tim Burgess, Manchester *(Though he's probably just some kind of charlatan. – CM.)*

Q "Someone help me on SUPERFROG. My progress has been firmly halted in space – world 6, level 4. The first three doors are easy to open, but the switch for door four refuses to go green, and I can't even find the final door. Am I supposed to find a secret passage or what?"
Steve Ryatt, Middlesex

Q "In SPELLBOUND DIZZY I don't know how to get past the spare ore crusher, the dark room (where you're gobbled) or the machine at the top of the windy shaft. Is there anybody who can shed some light on the matter?"
Andrew Sears, Reading

JUNGLE STRIKE

Q "About a week ago I purchased *Jungle Strike.* After shooting, hovering and blowing things up until level five I have come to a complete halt. The mission is too *("Rigger-dig-digging" – CM)* hard. Please could you give me the passcode to get to campaign six."

Chris Troy, Northampton

A Tapping out a the code 'WSDVNHCF3VF' to the rhythm of a Swedish Bossa Nova should open the dread portal of the Snow Fortress.

MONKEY ISLAND 2

Q "In the antique shop on Booty Island I appear to have clicked on something and the bod at the counter said it was a (I forget now) Century map. He said I could have the map if I found him the figurehead to the Mad Monkey. The book Great Disasters of Our Century (from the Liberia) claims it sunk at 39°N, 87°W. These co-ordinates are on the map, but Captain Dread won't sail there as it's in the forbidden (Insert random shape here)."

Neil Thomas, Northants

A You need to hire that delightful Captain Kate's treasure hunting vessel (on Booty Island). Alas, the mercenary chappy demands a hefty payment for the privilege. You'll need to win the spitting contest on Booty to put up the cash. First set sail for Scabb Island, where you should purchase a yellow and a blue drink, then mix them. Yet again cast yourself into the waves and return to the sunny shores of Booty. Fire the cannon, then wander off to the contest. While the charming host is away cheat blatantly by picking up the flags. (Note that the crowd stand immobile whilst you perform this dastardly crime. Whatever happened to civic duty, eh?) Use your straw to drink a little of your bilious emerald cocktail, making your saliva nice and thick. Now swiftly enter the competition, and time the expulsion of your mucus-gobbet so it coincides with the wind blowing down the course. This is easily judged by the brisk flagging of scarf attached to the statuesque woman in the hat. If performed correctly you should win the prize, which is just enough to charter Kate's craft. Phew. Do so and set sail to the Mad Monkey's co-ordinates.

Upon arrival dive into the icy abyss and spend a few minutes marvelling at an aquatic animated extravaganza. Soon you'll hit the seabed, where you should stroll to the figurehead and wrest it free. Now go over to the anchor and give it a swift pull. Your enlisted seaswoman should help you up. Head back to Booty and deliver the figurehead to the shopkeeper. A map piece is yours.

MORE MONKEY ISLAND 2

Q "I have blasted away the cement on the big X and have fallen to the bottom. It's pitch black and there are only broken bits of treasure to ehlp me. Can you help me to get out?"

Michael Hastings, Nottingham

A Surely, young fella. Move your cursor slowly around the room, imagining you're a particularly fragile old lady to create the correct aura of trepidity, until you register the light switch. I feel sure that even the odour-wreathed child who shared your formative years will be able to work out what your next step should be.

CANNON FODDER 2

Q "I'm thirty-two years old, an avid gameplayer and I need the level codes to *Cannon Fodder 2.* It's one of the best games ever, but I can never get further than Mission 5. This is a real cry for help. Please find it in your heart to help me."

Mark Hazell

A This one had me in tears. This man is polite. (He called me Sir!) This man is eloquent. (He signed off with "Yours forever in your debt"!) It's just that Mark hasn't realised that *Cannon Fodder* bowls its games-restoring googly at a saved-game disk rather than a thread of letters. This makes him look a little bit of a clot, y'know. But to sprinkle this bitter pill of embarrassment with some glucose-based succour I'll you into a little secret, Monsignor Hazell. Save your game as "JOOLS" (or possibly "JOOLSRIP") and you'll gain a swift injection of destructive ability. Stay nice.

CASES CLOSED

EINSTEIN. DARWIN. GALILEO. THIS LOT. TOGETHER THEY ARE GREATEST MINDS IN MANKIND'S BLOODY HISTORY. WE'RE REALLY NOT WORTHY.

NIPPON SAFES INC

Q Cleveland's Chris Stanton destroyed a sign which led him to question where to place the fragments. Trust Alex Smyth to whip up a trifle of Zen advice for his consumption.

A "He'd just ripped up a sign and was wondering where to stick it. Well, don't. Go to the left of the prison (where the fast food joint is) and use the sign to flag down a car (there's no need for cardboard and lipstick). The car will then take you into the city, where the game proper will begin."

Alex Smyth, Sheffield

FRONTIER

Q Experts in physics claim that outer space is a vacuum, preventing sound from travelling. We must wonder how Intergalactic Tip-Missionary Alex Smyth heard Nick Williams' cry for help. He was having trouble with contract killings, as his employers were "very disappointed" with his work. This is something I can empathise with.

A "Your employers are very disappointed for one of two reasons:

1) You killed the wrong person. Make sure that you are topping off the right chap. Always check the ship's registration number with the one in the mission description. Also, don't hang around the space dock for too long waiting for your target to come out, because he may realise he's in danger and decide to stay at home or leave early. Try to get there no more than a day before your target is due to leave. Sometimes he'll try to flee as soon as you arrive, so keep an eye on those registration numbers. If you have the bugged version of *Frontier*, your target may not turn up, or even exist. But that just makes me laugh. It's best to follow your target into hyperspace (use your hyperspace cloud analyser to find their destination) then kill them mercilessly. If you do it near a base you'll receive a criminal record and the cops will do their 'serve and protect' bit all over your face.

2) You didn't get back in time. This is the same with all missions. If you don't get back in time you won't be paid and you'll fail the mission. Use your noggin loaf and check to see if you'll have enough time BEFORE you accept the mission."

Alex Smyth, Sheffield

ISHAR 2

Q It seems that AP's only Saudi reader, Labib Abu Ghazeleh, is especially popular with AP's assorted hordes as a letter arrived for him this month from Kotrine Myra and her rubber chicken, Berta (both of Norway), offering an alternative solution to his dilemma than the one provided by Craig Hesmondhalgh last issue. Next issue we can expect a poll on who is right.

Q "You have to find the key to the town hall, and to do this you must travel to the tree island. Go to the extreme north-west and talk to the dying girl. She'll give you the key, but you'll have to hurry back to Zack's Island. Go to the town hall and use the key in the door, pick up the idol and return it to the monk.

Kotrine Myra and Berta (the rubber chicken), Norway

I received but two Choristers cards this year, so it was only your gaily coloured letters that kept my spirits up as I stumbled around my snowy hollow, my tears crystallising into ice-kissed diamonds as I realised I would have to gather slightly less wood to heat my hovel. Send me your letters. Heat my heart, while also heating my hearth.

The Last Resort
AMIGA POWER
30, Monmouth Street
BATH
BA1 2BW

or send a DigitalEmotionCapsule to my wonderfully private address bs4kmg@bath.ac.uk

DO THE write thing

Aren't letters brilliant? Don't you think the way you can get a friend at the other end of the country to read a bit of paper with your writing on the next day is brilliant? Brill.

● Address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"I HAVE NAMED HER BOB"

Dear AP,
I now have a new hamster. She is a smoked pearl and is a month old. I have named her Bob in memory of the greatest rodent celebrity the world has ever produced. It's what Sparky would have wanted. RIP Sparky. RIP Bob. Hello new Bob. Incidentally, Bob has the sex drive of a rodent nymphomaniac. Her needs are deserving of gratification. Any desperate male hamsters should contact the unfeasibly attractive and increasingly large Bob through the hallowed pages of AP.
From,
David Whitley, Loughborough

We feel strangely squalid.

"WHAT ABOUT THE RABBIT"

Dear AMIGA POWER,
On the cover of AP57, why is the Zeewolf helicopter in space? Surely everyone knows that such a craft would be all but useless outside the Earth's atmosphere? And what about the rabbit? Wouldn't it asphyxiate? And why's it tied to a rocket? What's it done? What's it doing there anyway? There aren't any in the game, are they?

Oh, I've cut myself. Oh.
Yours confused,
Craig Hesmondhalgh, Blackpool

It's a wolf. Obviously.

"MALICIOUS FABRICATIONS THAT FORMS HIS PLAYING"

Dear Do,
Arrrrrgggghh! You're not going to believe this. I was in town on Saturday (I expect you believe that bit incidentally. The whole thing falls apart otherwise), and I walked into what was formerly Games Zone, but has now been given the pleasantly awful name Electronics Boutique.

I cast my eyes across the book selection – by the way, if you wish to sell a PC book, just be as insulting as possible; paraphrase the standard manual but call it Windows For Bumbling Panicky Ham-Fisted Tiny-Attention-Spanned Easily Confused Retards – and what did I see? The Cannon Fodder Playing Guide by Cam Winstanley, 2nd, that's right, SECOND! edition. Suddenly the room seemed to empty of air, my eyes rolled and my legs gave way beneath me. I would have probably hurt myself quite badly, but luckily I fell upon a small child.

Now my recollection of the original trial was that the judge – despite the two million signatures which I handed over to him calling for the rope – gave Winstanley a suspended sentence on the condition that he underwent therapy. "Camomile Winstanley, you sick freak," I recall him saying, "Dr Grimes assures me that with counselling, group work, sleep-deprivation and high dose of untested drugs, you may become, if not a useful, then at least not such a malevolently diseased member of society. I trust him. Because we went to the same school. But, let me say, if I should ever see you on your own and have access to a car jack..." (Three ushers had to restrain the Right Hon McGill at this point.)

Yet now it appears that Winstanley has not only failed to comply with the order to hunt down and destroy all remaining copies of the collection of malicious fabrications that forms his playing guide, but he's actually PRODUCED A SECOND EDITION.

I beg you, kill him.
Yours, frankly astounded,
F Astounded, Wolverhampton

"I PERFORMED FAIRLY WELL"

Dear AP,
I thought "Bugger it, I'm not sitting here for another half an hour." I am of course referring to the initiation ceremony involved in getting on to Futurenet, which I performed fairly well until the thing told me to wait "a few moments". Half an hour later, slightly bedraggled and bloody well bored, I thought "Bugger it, I'm not sitting here for another half an hour" and stopped the thing. Hence me writing to you. By the way I have never to this day received a whiff of my *Cannon Fodder 2* prize, 'won' over two years ago by my efforts in the 'design a level competition'. It's a shame, really. I may e-mail you again soon (hurrah!) but, probably not (unrestrained hurrah).
Daniel Bolger
daniel@colouruk.demon.co.uk

Remember, kids, just say no to grimly sinister Futurenet registration pages with the username 'amigapower' and the password 'amigapower.'

"YOU'VE NEVER PUT A BIG V"

I was sorting my AP back issues today, and now the spines read GAME OVER. Well, not really, because you've never put a big V on the spine, so it's more like GAME OER. Still, creepy, eh?
Paul Freitag, US Amiga Owner #12
vidgeek@earth.execpc.com

We were originally planning to spell out AMIGA AAARGHH on the spines. But that, of course, would have required knowing we were losing the spine more than, for example, three days before it happened.

"A PENSIONER I AM"

Dear Sir,
I am writing to express my deep concerns over your mailbag and especially your replies to people's missives. When readers submit letters to you, as I did, the last thing which they want is to be made fun of.

That's exactly what you did last issue with the name at the end of my letter. I felt that I made some valuable and constructive comments, it's just a pity that you didn't think so.

You must understand that as a pensioner I am not one of your younger readers and do not wish to be treated as such. I'm certainly not some snotty-nosed teenager computer freak who spends every hour God sends in front of the computer screen, as some of your regular readers seem to be, so a bit more respect would be nice.

Your responses are not of the sensible and mature variety which I have come to expect – nay, demand – from a Europress Publication. *(Good God and all the angels in heaven. – Ed.)* Perhaps it is time you grew up a little and took your responsibilities more seriously, instead of turning the letters page of each issue of AP into a farce. Yes I want entertaining and informative replies, but certainly not the "we are mightier than thou" responses which you seem to have adopted.

I hope you'll change your attitude in future as I'm seriously contemplating not buying AP any more if the improvements aren't met.
Yours faithfully,
Chris Burley, Sheffield

Then don't write using JUST AN INITIAL. You idiot.

"LEAVE IT OUTSIDE IN YOUR GARDEN"

Dear AMIGA POWER,
Here's a handy tip for all those greedmeisters out there who crave a magazine with bulging pages.
1) Purchase one AMIGA POWER priced *("£4.50" – Ed)* from any respectable newsagent.
2) Leave it outside in your garden overnight at a

DO THE write thing

temperature of -2° celsius.
3) By the morning your magazine should have grown by four times its original size.
4) Take your AMIGA POWER with improved proportions and brag to your friends with the knowledge of a job well done.

You'll need a chisel to prise open the iced pages, but hey, who's being fussy?

Morons.

Chris "Lankmeister" Luke, Exeter

If the weather turns mild, the icebox in your fridge will do the trick.

"WHY NO A500 COVERDISK GAMES"

To AP,
Why no A500 coverdisk games?
The Brewery of Ruislip

"ALWAYS BEMOAN THE INCLUSION"

Dear AP,
When I bought my A1200, the main reason that I paid nearly £300 for it was the fact that it contained the AGA chipset that allowed me to play games with greater graphics than the limited A500 and A600. While I sympathise with the people who do not own A1200 machines (Dominic Miller of AP56, for example), I cannot understand why they always bemoan the inclusion of A1200 demos on the cover of your magazine. If I'd wanted to play games with limited graphic capablities, I would have bought a second-hand A500 and saved a lot of money, wouldn't I?

Sod Dominic Miller and his regressive outlook – I bet he has a haircut like the blonde woman out of ABBA.

Yours,
Robert Maxwell's Swimming Instructor, Long Eaton

We don't exclude A500 owners deliberately ("We're bound by what software houses are writing for" – Everyone in the world)*, but we're not proud of (for example) the only game on AP56's coverdisks A600 owners could play being* Plorrds. *REST ASSURED that POLICIES HAVE BEEN IMPLEMENTED. Witness our sincerity in this month's (excitingly splendid) coverdisks working on everything.*

"FOR MY BOYS"

Dear AP,
I hope you can help me. In AP55 the PD game *Sinister Theme Park* is mentioned. I have been writing to 17-Bit Software but they don't know the game. During the daytime I am not able to phone England because I am at work. Do you have the name and address of the software company I can write to to get the game. What's the price? I want to buy it for my boys. Thank you for a very good magazine.

Yours Sincerely,
Bent Neilsen, Denmark

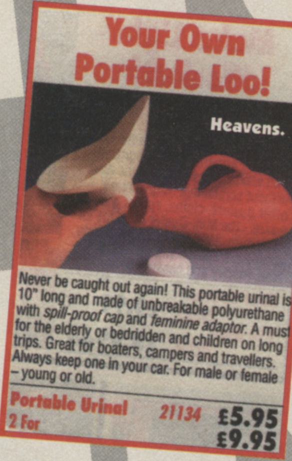
17-Bit Software? Didn't Team 17 spin off from them? YOU SEE? YOU SEE THE CONNECTION?

SCIENTIFIC EVALUATION winner

"COMPARED TO THE 19TH CENTURY"

Dear AMIGA POWER,
It has come to my attention that many of the local fish in the water spanning the south coast of Britain have had a substantial decrease in their overall length compared to the 19th century average. This could be caused by a variety of reasons, none of which I know. However, I thought you might. Do you?
Adam Primdmore
asp195@soton.ac.uk

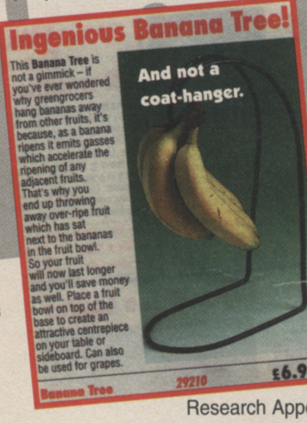
Prolonged bouts of post-war commercial overfishing, increased waste dumping at sea and offshore gravel dredging of spawning sites have conspired to reduce both the number and quality of the breeding stock. It's interesting you mention the 19th century, for there are parallels in that era's big game hunting: all the largest Alpha males were shot for their tusks, fur, horns, etc, resulting in the lesser males breeding and producing smaller offspring. Perhaps another contributing factor is the widespread use of the contraceptive pill resulting in such a massive release of oestrogen-rich sewage into the harbour that all marine life has also stopped producing young, as has happened in New York Harbour. Basically, it's mankind messing things up. As usual.


Your Own Portable Loo!

Heavens.

Never be caught out again! This portable urinal is 10" long and made of unbreakable polyurethane with *spill-proof cap* and *feminine adaptor*. A must for the elderly or bedridden and children on long trips. Great for boaters, campers and travellers. Always keep one in your car. For male or female – young or old.

Portable Urinal 21134 £5.95
2 For £9.95


Ingenious Banana Tree!

And not a coat-hanger.

This **Banana Tree** is not a gimmick – if you've ever wondered why greengrocers hang bananas away from other fruits, it's because, as a banana ripens it emits gasses which accelerate the ripening of any adjacent fruits. That's why you end up throwing away over-ripe fruit which has sat next to the bananas in the fruit bowl. So your fruit will now last longer and you'll save money as well. Place a fruit bowl on top of the base to create an attractive centrepiece on your table or sideboard. Can also be used for grapes.

Banana Tree 29210 £6.95

"INHABITANTS OF THE FRUIT BOWL"

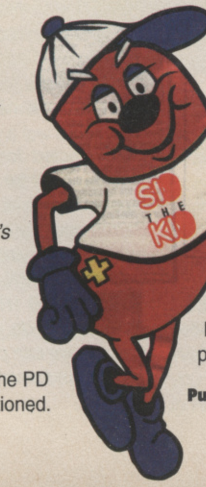
Dear AP,
I thought it should be brought to the attention of the AP readership that a certain home shopping catalogue is currently circulating throughout the postboxes of Britain, trying to persuade people to give money to the National Kidney Research Appeal. While this is undoubtedly a worthwhile cause, they are unlikely to receive any support as the pages of their booklet are littered with utterly shameless tat.

Included within the range of delightful items you can purchase are the Smooth Guy Ironing Board Cover, which miraculously transforms the mundane job of ironing into a world of fun and hilarity, the Portable Loo for those times when you just can't wait and the ingenious Banana Tree which helps you keep those overripe bananas safely away from the other inhabitants of the fruit bowl. Curiously, however, the notion of simply placing the bananas in a separate dish seems not to have occurred to the manufacturers, who insist that it is "not a gimmick."

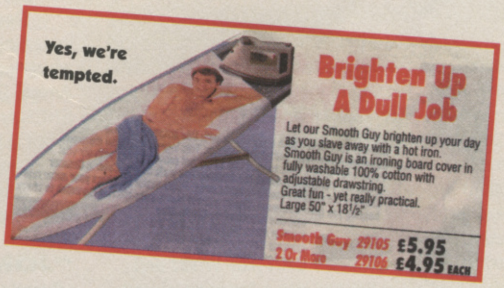
These supremely useful items are accompanied by a charming new cartoon character, who has presumably been created to provide a cheery mascot for the charity. Going by the name of Sidney the Kidney, this lovable little creature consists of a human kidney with arms, legs and a permanently smiling face and is quite the most macabre thing you are ever likely to see. Coming soon in this series are Bart the Heart, Tarquin the Talkative Tumour and Nigel the Pancreas that Never Shuts Up. Good grief.

Yours,
Matthew Smith, Somerset

Has anyone received sample packets of Sunsweet Prunes through their letterbox? They're relaunching prunes. We kid you not.



Puncture kit not included.


Yes, we're tempted.

Brighten Up A Dull Job

Let our Smooth Guy brighten up your day as you slave away with a hot iron. Smooth Guy is an ironing board cover in fully washable 100% cotton with adjustable drawstring.
Great fun - yet really practical.
Large 50" x 18½"

Smooth Guy 29105 £5.95
2 Or More 29106 £4.95 EACH

"FOOTPRINTS OF THE POST OFFICE"

Dear Do,
On the morning that December AP was published I was awoken by a strange noise; a sort of low frequency boom which seemed to come from all around me. Dashing to the window, I heard it reverberate around the sky and die into silence.

It had puzzled me until just now, when I reached The Secret Car Park in AP57 and read "Sexy blonde female into hardcore looking for pen pals." I knew then that I had been roused

➤

from my sleep by the sound of 20,000 adolescent boys simultaneously exploding. I smell the footprints of the Post Office in all this – we have spoken of such things before, have we not? Still, I have other sheep to shear today.

Are you aware, Do, of the sheer depth of the corruption within the AP team which works for you? I realise it's your way to give them a largely free rein to fill the space around you, but, come the 4am police sledge hammers on the door, you can bet you'll be the one they leave to carry the can. 'Competitions' have long been a scam for lining their own pockets. Their cupboards bulge with software culled from In The Style Of, for example. But this one is, well, so blatant I defy anyone to read it without spluttering out their tea and doing a Peter Glaze double-take.

"Win a day carting with the AP team." They get OTM to pay for their wild racing hijinks, and their only attempt, their only distracted shrug in the direction of the camouflage is to say that – if you win – YOU CAN GO WITH THEM. What, I inevitably ask, next? The first person out of the hat gets to see photos of Cam's Black Legend-sponsored trip around Hong Kong's film studios. "To 'celebrate' the release of their new platformer, Gremlin have put up the entire collection of MGM cartoons from the '40s – just answer these three questions and YOU could be the person who gets to carry them back to Jonathan Nash's house…"

I know, Do, that you want AP to set a example for the young people of this country. Please stop this open graft now. Don't worry about being left with the tickets on your hands, incidentally. I'll be happy to use them for you – I've been looking for an opportunity to wear my new racing scarf.

Your looking-forwardly,
Isadora Duncan, Wolverhampton

Silence, or we'll shoot you with these Gloom-*embossed BB guns! That we've bought.*

"THIS LITERARY GIANT"

Dear AP,
Is this the one and only without his N? If it is, the rest of humanity must quake at the thought of this literary giant in their midst.
Yours quakingly,
Chris Cotton

It is, we fear. Or even, it is. We fear. Yes. That's rather clever, actually.

"HARDLY ANY GAME DESERVES LESS THAN 65%"

Dear Ami Power,
There I was searching through mags for *Extreme Racing* previews when I found the AMIGA POWER one. Oh well, they didn't like it. Fair enough. But wait! What are those reasons? The horizon was wrong ? It was a work in progress? EH? So, just to clear some things up...

The horizon/camera stuff is a matter of taste. People disagree how it should be set up so we set it up more for lower end machines, but kept it fully adaptable so you could set it how you want. To criticise us for giving people a choice was below the belt. If we had set it to look good, it would have played crap on some machines, and vice versa. With the choice there you can set it how you want. You can also change the resolutions and the screen sizes to pretty much whatever you want.

It was also a work in progress, that's why it was in your preview section. To slam it because of this was grossly unfair and predisposes readers to thinking it's crap (which no other magazine or tester seems to think). Sure, if you don't like the full game because it isn't playable then say so. But this was a preview and should have been treated as such instead of having a very unfair piece written about it. People like us and Manyk and Mark Sibly are trying to keep going on the Amiga while everyone else defects, but with comments like this you affect sales in quite a big way and so we will all end up going onto the PC as well.

The worst thing is that I have stood up for some of AP's reviews in the past, but in the last few months it has just got silly. By giving an average/poor game silly low marks you ensure the game doesn't sell enough to keep people in their job. You always get dodgy games coming out, and you review them as such. But hardly any game deserves less than 65%. I always thought that maybe you weren't biased as some other mags

JACK NEEDS A NEW LOOK

Since inheriting £30,000 the Duckworths have put in bids for shops, cars and houses. Vera's got a smart engagement ring, and there's been smoked salmon for tea. So isn't it time *Coronation Street*'s Jack bought a new pair of specs? His glasses belong in a museum!
Stuart Hardy
S Yorks
Nitwit.

OFFICIAL REPLY winners

"JONATHAN ANDERSON"

Dear AP,
After reading your interview(!) with Jonathan Anderson in AP57 I got so damned angry I'm writing to a mag for the first time ever.

If Mr Anderson is looking to blame someone for killing off the Amiga, I suggest he looks nearer home. After deciding to try to stick with the Amiga during 1995 I eventually managed to buy a new A1200. Imagine how hacked off I was when I found half my games wouldn't load, as in their wisdom Amiga Tech had decided to change the disk drive. No more *Cannon Fodder, Sensi Soccer, Zeewolf, No Second Prize, Stardust* or *Virocop*. But, joy of joys, I CAN play *Whizz* and *Pinball Mania*! To rub salt into a festering wound, two of the games in the accompanying Chaos Pack also refused to load. Since the arrival of my wonderful new Amiga, getting on for £200 of software is now crap.

Also, some moron decided to put a 3-amp fuse in the plug. After everything suddenly died I returned the power pack to Silica, not wishing to invalidate the warranty. They were very good and sent it back with a 13-amp fuse in.

I tried several times to ring Amiga Tech to tell them how overjoyed I was but no one answered. Is it any wonder Mr Anderson has a private line? Perhaps he would care to comment on why several of the best games ever on the Amiga are now but fond memories to new 1200 owners.

Despite all this I am still sticking with Amiga, consoling myself with *Alien Breed 3D* and *Gloom*, which load (thank god). Dare I say it, I love the Amiga. But imagine someone upgrading from a SNES or a Megadrive. They hold no such loyalty and it is bad service and bad games which could kill off the Amiga, not bad reviews.

Jonathan Anderson, reply IF YOU DARE!
Ian Barrett, Branston, Lincoln

"JONATHAN ANDERSON"

I thought I'd make my first letter of 1996 an offer of moral support, being the season of goodwill and all that. I refer of course to the quite frankly disgraceful attitude of Amiga Technologies and, more specifically, their boss Jonathan Anderson, as revealed in the transcript printed AP57.

While I have no doubt that the writers of AMIGA POWER are capable of dealing with puerile insults from incompetent businesspersons (even if they look like Ian Hislop), I really don't see why it should be necessary. These days, where the Amiga sits ill at ease next to the luxurious lures of the Playstation and Saturn, it needs all the support it can get. I find it somewhat unlikely that an Amiga games magazine, whose writers rely solely on the machine staying alive to keep their jobs, would be "out to get it." I can only assume, therefore, that Mr Anderson, having made a gargantuan cock-up of relaunching the Amiga, is simply looking for someone else to blame for the lack of sales so that he won't be held up for ridicule by the Amiga-owning populace and magazines. Unfortunately he chose AMIGA POWER to be his scapegoat. This ploy will fail to work on regular AMIGA POWER readers who know that the only reason these people act in such an obnoxious manner is because they don't like the truth being told, but it could well do some serious damage to AP's future if the industry start to think that you are trying to sabotage them. I can only express my sincere hope that AMIGA POWER will emerge unscathed from this synical attempt of corruption and continue to tell the truth well into 1996 and beyond. Long live AP!

Yours,
Matthew Smith, Somerset

We contacted Jonathan Anderson, and he said this: "I will not be responding to any letters you receive. However, I am happy to respond to Mr Barrett and any other readers of AMIGA POWER provided they write to me directly at Amiga Technologies UK, 6 Bridge Avenue, Maidenhead, Berkshire SL6 1RR." Obviously, there's nothing more we can do. Be sure to let us know what he says, so we can pass on the information to other readers and save you all time and money.

DO THE write thing

are, but you seem to be going to the other extreme now. I really don't understand how you and Format can differ in previews/reviews by such huge amounts. Sure, people have different opinions but mags should be printing an 'average' opinion.

Anyway, the full version is on its way and we hope you like it. By all means criticise aspects of gameplay you don't like. But at least be fair about things like the screen options which are one of *Extreme Racing*'s best aspects – not enough Amiga games companies bother with such options.

Finally, when you got the preview you were completely free to call or e-mail me about things you didn't like. That way I could have changed stuff for you to improve the game.

Anyway, I really do hope that you give the full game a decent play, and slaughter those chaps at Amiga Format. All we ask for is a fair review. I hope that's not too much to ask.

See Ya,
Alex
alex@teeth.demon.co.uk

You're incredibly wrong about almost everything. And we did call to check about the camera thing, but you were out. Teach us to do our news section at the last possible minute, eh?

"WEE LIL NOTE"

ISABELLE REES LETTER

Just a wee lil note to say Merry Christmas to my fave magazine! Have a great holiday!
Love and hugs,
Isabelle, L'Elf

Hurrah!

"EH EH EH"

Dear Space Cadets,
Total Football and why it annoys me so:

The inexcusable fleecing of many of Future Publishing's 'quality' magazines would be a less bitter pill to swallow if the resulting considerable and idle coffers were reinvested in the magazines in question.

But no.

Instead, we get a veritable cornucopia of useless, redundant titles entering a market already aflood with a smorgasbord of near-identical and often superior publications. And, in a bold attempt to add insult to injury, poelarming my already gormless pocket, they have the iron neck to put something like "FILTH! Sorry Mary, a few rude words here!" on the cover.

Really? So footballers saying "tit" or "bum" is going to make me buy the thing, is it? Eh? Well? Is it? Eh? Yes, I'm talking to you. Eh? Eh? EH?

Then they have the nerve to take pages out of AMIGA POWER to advertise the thing. Are they TAKING THE PISS, OR WHAT?

BASTARDS! There, they can put that in their pipe and smoke it.
Yours precariously,
Craig Hesmondhalgh, Blackpool

It's all genuine. Total Football isn't for minors, and WH Smith insist on a prominent warning if you use certain words. (None of the ones you've used, we hope.) The sticker, therefore, serves the purpose of alerting parents to the magazine's content and was never intended to advertise the wretched thing.

"ACTING LIKE A SMALL CHILD"

To AMIGA POWER,
Would you please SHUT UP about Bob? It's gone on for so long now that it's getting too boring to bear anymore. Honestly, it was an allegedly confused/transsexual, now dead of natural causes, hamster. What more can you say? PULL YOURSELF TOGETHER! It was A HAMSTER! The AP staff and 90% of the readers are acting like a small child whose pet has just been killed by an overdose of spiked Robinsons Hamster Drink™ after finishing the sex change operation and then throwing itself off a mechanical w… Er, just finish it.
The Brewery of Ruislip

"BOB IS ALIVE"

Dear AP,
Bob is alive! I saw her working behind the checkout at Woolworths. In Grimsby.
Ta ta,
Alex Smyth, Sheffield

"JOB IT WAS"

Dear AP,
I've just watched The Italian Job. It was great. You were right.
From,
Lee Stanford, Belle Isle

Petition for a letterbox version.

"FEATURES AND THE FOUR CYCLISTS"

In reply to Tony Bush (AP56), what is a nine-page JFK Assassination Special in an Amiga magazine if it isn't imaginative? I think you at AP should do both so-called "imaginative" features and the Four Cyclists' Guide To The Apocalypse. Whatever that may be. *(You'll find out. – Ed.)*
So long, dear friends,
Matthew Eastaugh, Norwich

"PEOPLE ARE TERRIBLY IMPOLITE TOWARDS YOU"

Dear AP,
Hello! How are you? I ask because I think people are terribly impolite towards you. They use your pages as a sinister form of mass communication and yet completely ignore how you may be feeling. The public is using you and will cruelly abandon you when you have outlived your usefulness. I won't. I am a true friend. You can count on my support and sympathy at all times.
From,
David Whitley, Loughborough
PS Give our magazine, Life The Universe And Everything a plug, will you?

Who knew?

"SINISTER THEME PARK"

Dear AP,
The cheat in *Theme Park* to get to *Sinister Theme Park* is a big lie against the Amiga gaming world and I therefore condemn you to hell.
Yours heavenly,
God in co-operation with his agent in Holland

We'd have gotten away with it if it hadn't been for you meddling omnipotent beings and your agents in Holland.

AND ANOTHER THING...

The disappearances of Cam and Paul.
Dave, Wideopen

Thanks for the jacket. But a cigarette burn-resistant model would have been better.
James Mitchell, Potters Bar

Which of the sinister figures in that Superman anti-smoking ad was Nick O'Teen, anyway?

I sit among bras in M&S because I'm just a pantsy.
The Lee H Oswald of Ruislip

Apply for our floorplan that avoids the sinister 'security' cameras.

I've found a secret chamber in *Gloom*.
Heinz, Holland

And in Gloom Deluxe *then. Ah! Ah! Ah!*

I am on Vulcan's mailing list as a result of buying *Timekeepers*.
Shirley Baker, Bristol

It's more of a purple than a dark blue, but thanks anyway.
Brett Davids, Loughborough

You're most welcome.

It's my 21st on the sixth so could I have a big kiss from Sue and warm, manly handshakes from the rest of you please?
Matthew Sorge, Basildon

Keep your distance, you groupie.

Please don't get rid of the Net Page.
Matthew Eastaugh, Norwich

Nine other people? Quickly now. Too late.

Why no pictures of Jonathan Nash? Is he really that gruesome or is he just imaginary?
John Simpson, Chesterfield

He's imaginary. (Oh no! – Jonathan.)

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

Or e-mail us at:
ampower@futurenet.co.uk,
but we'll only reply in these pages, okay?

THE BOTTOM LINE

The opportunity for the mighty beings at AP to wallow in porcine indulgence and recommend pig films which you should see immediately, if convenient, watch, or avoid totally rarely presents itself. Until now.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Babe ★★★★★ Delicatessen
★★★★ The Hour of the Pig ★★★ Leon the Pig Farmer
★★ Razorback ★ A Private Function

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher's Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year and remember WE'RE ALWAYS RIGHT.

WHO'S WHO CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● MA – Martin Axford ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster ● TN – Tim Norris

AKIRA
Ice £30 (£35 CD32)

AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage,* is easily the equal in catastrophe of *Total Carnage.* Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

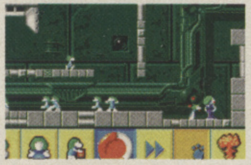
ALADDIN A1200
Virgin £30

AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALIEN BREED 3D A1200
Team 17 £30

AP56 91% JN
Amazingly amazing *Doom* – but on the Amiga contender that crushes *Fears* technically (bits spatter out of the monsters when hit, weapons recoil, chain reaction explosions tear up corridors, walkways span caverns, you get to go outside) and takes *Gloom's* side in being terrifically hard and fun to play. More sophisticated than *Gloom,* but oddly (though not at all disappointingly) more blasting-orientated. Run around and shoot things; run up stairs and shoot things; run across bridges and shoot things; run through water-filled passages and shoot things. Still no option to look up and down (you'll get confused in more than one helter-skelter shootout) and twittery even on a 'fast RAM' machine (brownie points though for not shirking the vastly complicated many-monster ambushes just because of slowdown) but stuffed with 'vavoom!' and absolutely entertaining. Terrible deathmatch game, however, and our copy wouldn't work from hard drive.
★★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36

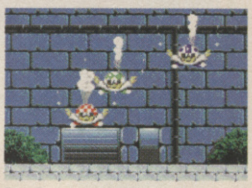
AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £15
AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant,* but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

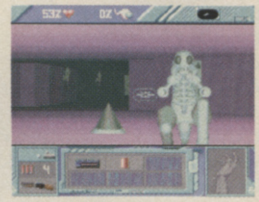
ATR
Team 17 £25

AP48 38% JN
Overdrive 2 via *Tower Assault,* more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines.* ★★

BASE JUMPERS
Grandslam £26
AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike,* with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders,* and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

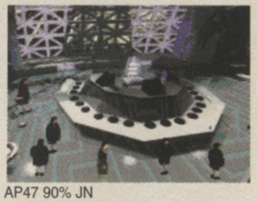


BEHIND THE IRON GATE
Black Legend £25



AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BLOODNET A1200
Gametek £35

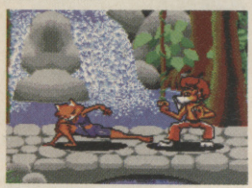


AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island.* And you get to shoot people without any tiresome moral questions being asked. It demands installation to a hard drive though.
★★★★★

BLOODNET A500+
Gametek £30

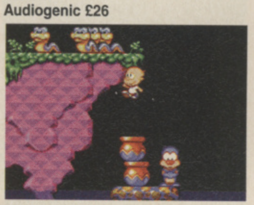
AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

BRUTAL
Gametek £20



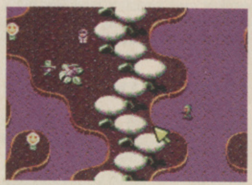
AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)
★

BUBBLE AND SQUEAK A500
Audiogenic £26



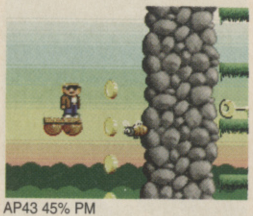
AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

CANNON FODDER 2
Virgin £30



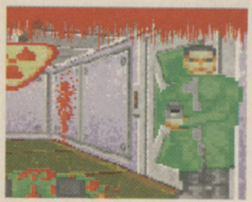
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

CHARLIE J COOL
Rasputin £20



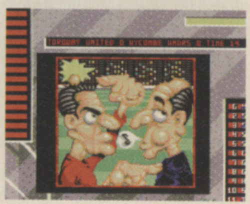
AP43 45% PM
A below-average platform game. ★

CITADEL
Black Legend £30



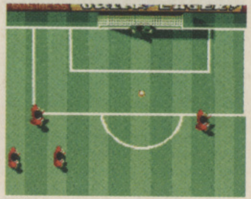
AP56 67% PM (69% A1200)
We're getting incredibly fed up with games that blow it with such an obvious fault that it staggers the mind to think how they missed it. *Citadel*'s is that guns and ammo are severely limited so that what should be *Doom* – but on the A500 turns into a dismaying game of running away and avoiding things. Just think. You're not bound to a single path through the levels, you can set fire to people, there are locked doors and teleports and that, you can elect either to escape a level or search for bonus objects and it runs comfortably on an A500 (no, really. Really) and – erk – you spend your time running away and avoiding things. Dickersome things like having to hit monsters centrally and LOSING ENERGY WHEN YOU BUMP INTO WALLS slip away in relation. Faster and bigger on an A1200; hence the extra 2%.
★★★

CLUB AND COUNTRY
Boms £30



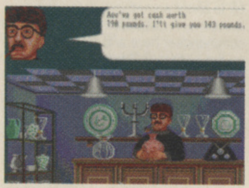
AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner.
★

CLUB FOOTBALL: THE MANAGER
Teque £30



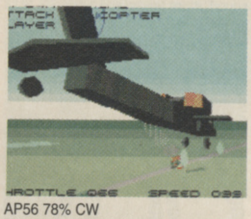
AP43 52% PM
A 2%-above-average football management game. ★

THE CLUE
Neo £30



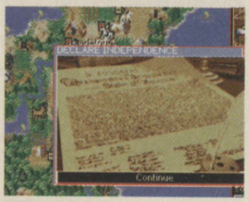
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) How about *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

COALA
Empire £25



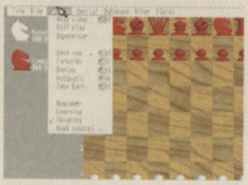
AP56 78% CW
Thanks to *Coala's* Virtual Cockpit™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around cluelessly, and it's a bit silly to have battles where by merely turning up you decide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than flittering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you within a few hours give it up. Pity.
★★★

COLONIZATION
Microprose £35



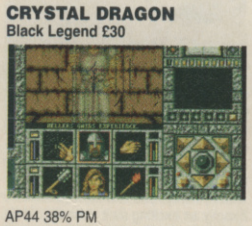
AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



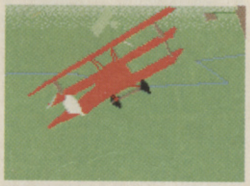
AP45 81% SF
Chess. ★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

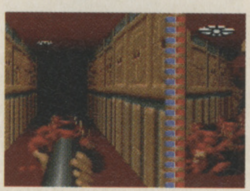
DAWN PATROL
Empire £35



AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky*. ★★★★

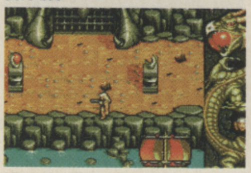
DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)



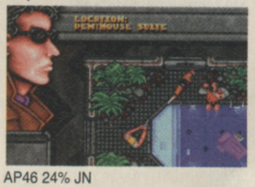
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRAGONSTONE
Core £30



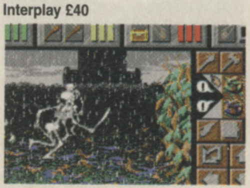
AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

DREAM WEB
Empire £35



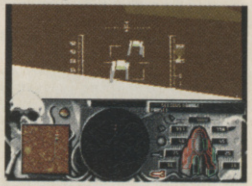
AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

DUNGEON MASTER 2 A1200
Interplay £40



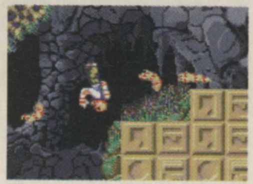
AP56 50% CM
Spook. Eek. And, indeed, yikes. Seven years after *Dungeon Master*, they've done it again. Exactly the same. Except you need a hard drive, the game reacts slowly to your commands, buffers them so you go out of sync and has sets of numbers instead of (for example) characters. The few good ideas (automapping, neat shop sequences, above-average puzzles) are wasted. ★★

EMBRYO
Black Legend £26



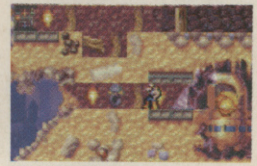
AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EXILE A1200
Audiogenic £30



AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the keyboard madness controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32
Millennium £30



AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

F1 WORLD CHAMPIONSHIP EDITION
Domark £30

AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire

BEST LAP:--'--"--
LAP:1/5
POS:5/16
RACE
RETIRE
FLIPVIEW

day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.
★★★

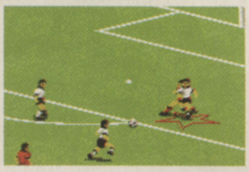
FEARS A1200
Guildhall £30

AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Foolish, Mr Bond. Exceedingly foolish.
★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FIFA SOCCER
Electronic Arts £30



AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable. ★★★

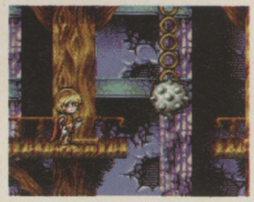
FLIGHT OF THE AMAZON QUEEN
Renegade £30

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.

Now ain't the time to be playing baseball.
use bat on Rico in car

★★★★

FLINK CD32
Psygnosis £20



AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

FOOTBALL GLORY
Black Legend £26

AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

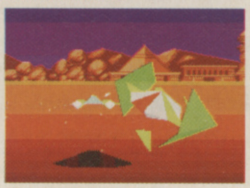
GLOOM A1200
Guildhall £30

AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

GUARDIAN CD32
Acid Software £30

AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

GUARDIAN A1200
Acid Software £30



AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

HIGH SEAS TRADER
Impressions £35

AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds.
★

HILLSEA LIDO
Vulcan £13

AP57 54% (Hilsea residents 60%) TN
Sub-*Theme Park* end-of-pier sim with fish and chip shops instead of burger bars, dinghy hire instead of of teacup rides, and spectacularly odd theatre shows instead of rides exploding entertainingly. Competent, but not as good as *Theme Park*, so contravening Law 10 of Kangaroo Court. Tsk.
★★★

HOLLYWOOD HUSTLER
Desert Star £25

AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH.
★

ITS CRICKET
Grandslam £27

HOWZAT
GRANDSLAM

AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovableness.
★★★

JUNGLE STRIKE A1200
Ocean £28

AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KINGPIN
Team 17 £13

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike. ★★

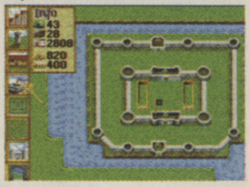
LEADING LAP A1200
Black Legend £26

AP57 57% TN
Well-intentioned first-person racing game with dozens of tracks and five special-car characters, but it's JUST ANOTHER DRIVING GAME. Essentially it lacks 'ooomph' (or, indeed, 'vavoom!'); specifically, why not play *F1GP* (for realism) or *F1* (for 'whizz')? There'll be an A500 version along shortly, we are informed.
★★★

LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LORDS OF THE REALM A1200
Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, but it's not going to win any converts to the cause. ★★★★

MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

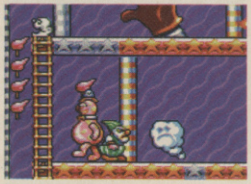
MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30
AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason

to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame.
★

MORTAL KOMBAT 2
Virgin £30

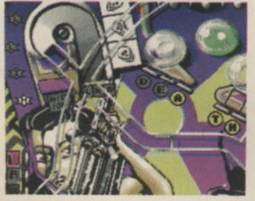
AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter.* Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad. ★

OBSESSION
Merlin £30

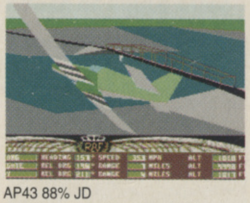


AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies.* For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

ODYSSEY
Audiogenic £30

AP54 79% CW
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Great fun. And it's faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)

AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

PINBALL ILLUSIONS A1200
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies.*
★★★★

PINBALL ILLUSIONS CD32
21st Century £30

AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

PINBALL MANIA A1200
21st Century £30

AP55 11% JN
Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession,* it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle.
★

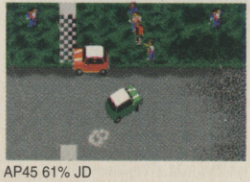
PINKIE
Millennium £26

AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet.
★

PLAYER MANAGER 2
US Gold £30

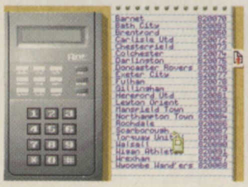
AP53 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

POWERDRIVE
US Gold £30



AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26



AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun. Unlike playing for New Inn United.
★★★★

REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

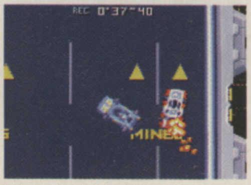
REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)

AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things. Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30



AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint,* using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROADKILL A1200
Guildhall £25

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

ROBINSON'S REQUIEM
Daze £35

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active,because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait.
★

RUFFIAN
Grandslam £20

AP50 10% JN
A platform game of barely credible terribleness with no redeeming features. ★

SENSIBLE GOLF
Virgin £30
AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's

swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG*.
★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

EDIT TACTICS (USER)
COPY
UNDO

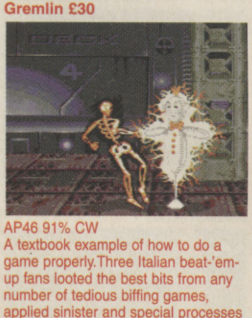
AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SENSIBLE WORLD OF SOCCER 1996
Renegade £25

NOTT'M FOREST 0-3 NOTTS COUNTY

AP57 96% MA
SWOS – but debugged, and with a few extra things such as controllable headers, ability stars and updated stats. It's back, and this time it works, as it were. Our highest mark ever in the history of all things, plus one.
★★★★★

SHADOW FIGHTER
Gremlin £30



AP46 91% CW
A textbook example of how to do a game properly.Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely.
★★★★★

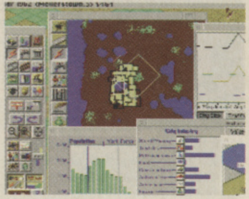
SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SHAQ FU
Ocean £26

AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40



AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've the kit.
★★★★★

SKELETON KREW A1200
Core £35

AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?
★★

SOCCER SUPERSTARS
Flair £30

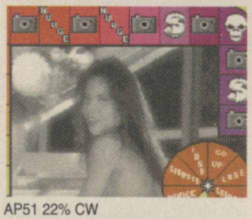
AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15

REVOLVER SCORED

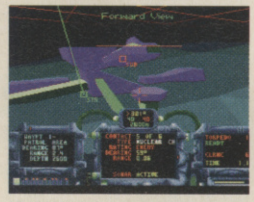
AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.
★★★★★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)



AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)



AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though. Bah.
★★★★

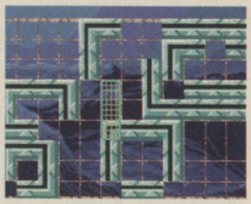
SUPER LEAGUE MANAGER AGA
Audiogenic £30

FOLKFORD UNITED
DIVISION 4 CHAMPIONS

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners.
★★★★

SUPER LOOPZ A1200
Audiogenic £15

AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing



through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off. ★

SUPER SKIDMARKS
Acid £25

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

SUPER SF2 A1200
US Gold £35

AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.
★★★/★★★★

SUPER TENNIS CHAMPS
Audiogenic £25

AP56 92% MA
Deliciously excellent sequel to the AP52 coverdisk *Tennis Champs*, with

TENNIS CHAMPS

temper tantrums, play-affecting court types, 16 different characters, tourneys, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), no Vinnie Vega after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing hesiodic theogony that is AMIGA POWER can command – one of the most deep-down gosh-darned fun games we have seen during our mighty lives. The *Super Skidmarks* of tennis games.
★★★★★

SWORD OF HONOUR
Megatronix £20

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26

REFS
CHARTS
CUPS
K-OFF
LEICESTER C
LEICESTER

AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches.
★

TEAM
Impact £30

CHELSEA 6
TOTTENHAM HOTSPUR 0

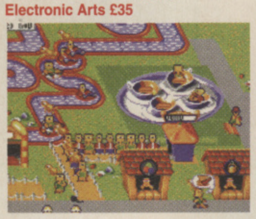
AP57 42% TN
Try-hard *Sensi* clone with customisable bits (a variably-evil ref springs neatly to mind) but which misses the point – players all run at the same speed whether they've the ball or not, for example, and it's incredibly difficult to control. Buy *Sensi*. Or *SWOS*, obviously.
★★

TFX A1200
Ocean £40

AP49 62% (85% A4000) JD
Modern-day flight sim with all manner

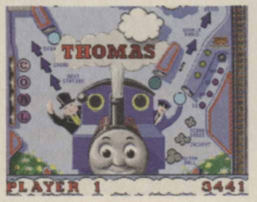
of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

THEME PARK A500
Electronic Arts £35



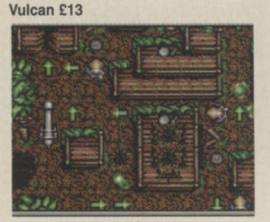
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

THOMAS THE TANK ENGINE PINBALL
Alternative £17



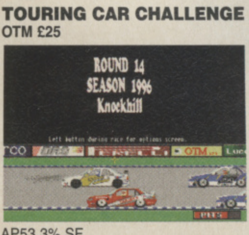
AP57 17% MA
Amazingly poor pinny licence from the people behind *Pinball Mania*. "For children," which makes it all the worse as there's no excitement and no evidence of imagination. Instead of, say, making trains move around or the Fat Controller steal your ball, or something, you get to turn on lights and then some more. Of them.
★

TIMEKEEPERS
Vulcan £13



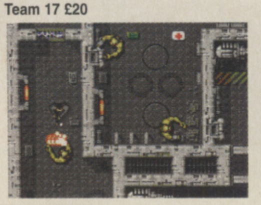
AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.
★★★★

TOURING CAR CHALLENGE
OTM £25



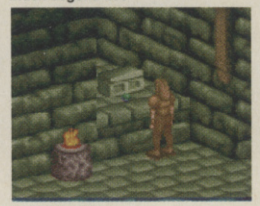
AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

TOWER ASSAULT
Team 17 £20



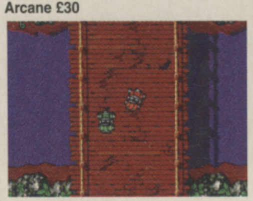
AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TOWER OF SOULS A1200
Black Legend £30



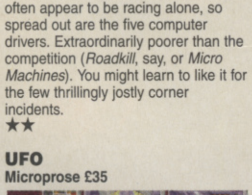
AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

TURBO TRAX
Arcane £30



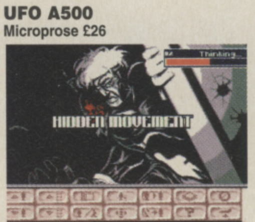
AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents.
★★

UFO
Microprose £35



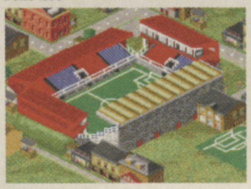
AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★★

UFO A500
Microprose £26



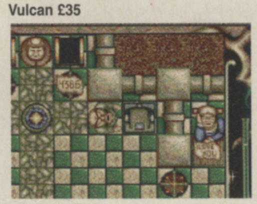
AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER
Daze £30



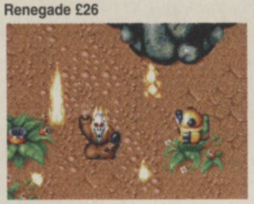
AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three.
★★★★

VALHALLA – BEFORE THE WAR
Vulcan £35



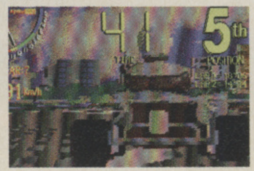
AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull.
★

VIROCOP
Renegade £26



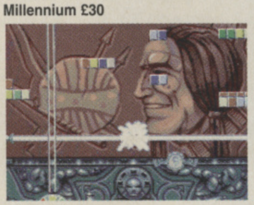
AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

VIRTUAL KARTING A1200
OTM £25



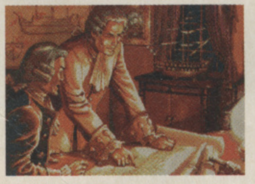
AP55 80% PM
Technically astounding race game which biffs around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cuttles its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position *(Jockey For Position – what an episode of Pinky and the Brain that was. – Ed)* and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.
★★★★

VITAL LIGHT
Millennium £30



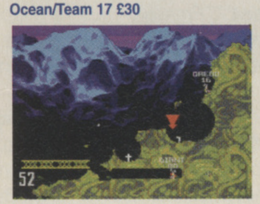
AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid.
★

VOYAGES OF DISCOVERY
Kompart £30



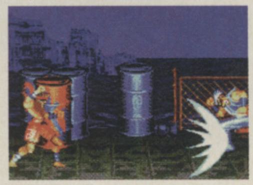
AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WORMS
Ocean/Team 17 £30



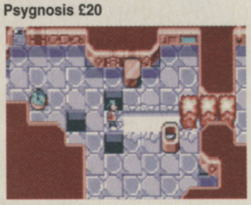
AP57 60% JD
Scorched Tanks, but 'clever,' which loses it almost everything it had in the first place. Entirely unnecessary extra weapons! Random wind to make everything randomly harder to hit randomly! Exploding dead worms severely damaging, for example, the worms who killed them! Extraordinarily strung-out games where you comfortably outnumber your opponent but his remaining worm gets a go every time you move! Mind-crushing tedium with more than two players as you wait up to 15 minutes for your turn! Play serviceably using only the bazooka and grenades! Excellent tunnelling bits! Amiga Format have stopped playing it now.
★★★

X–FIGHTER CD32
Thalion £TBA



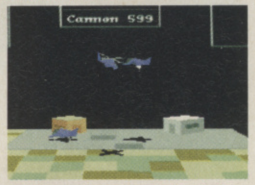
AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

X–IT
Psygnosis £20



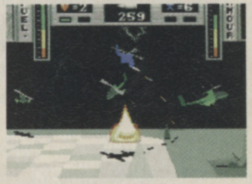
AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

ZEEWOLF
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

ZEEWOLF 2
Binary Asylum £30



AP58 90% (65% A500) CW
Still the excellently excellentest chopper blast game, sprucer than the original, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Remote link vehicles are the just-enough-to-justify-the-2 Sequel Gimmick (drive a tank! Pilot a boat! Etc!) but they're not properly exploited, and there are some foolish annoyances (being bounced between buildings, the fantastically fantastic mid-air chopper battles being dropped for limited-ammo missions later on) which make you wave your fist a bit. Drop two stars for the tortoisey A500 version. ★★★★★

THE
CA

Jackie was a big fan of Oswald. He was all that her late husband was not. He was alive. She sent Ruby with flowers. "You shouldn't have," exclaimed Oswald. "I didn't," replied Jack.

SOFTWARE

● *Ruff & Tumble, Theme Park, Second Samurai, Mortal Kombat, Arabian Knights, Night Shift*, £5 each. All originals, many more. AP issues 21-54 with cover disks.
Ezra Matebele (0191) 2737322

● Amiga 1200 complete with boxed games. 22 titles plus, £88 the lot or send for list.
Andrew Nisbet (01506) 844202

● *Premier Manager 2, Cannon Fodder 2, Beau Jolly Set, Champ Manager Italia '95* and *Ultimate Soccer Manager*, all £12. *Tactical Manager, Football Glory* and *Man Utd Plc*, all £8. *John Madden* £5. All open to offers.
Gene Hadley (01708) 375461

● Boxed originals – *A-Train* and *Construction Set, Skidmarks, Ultimate Soccer Manager, Microprose GP, SWOS, Premier Manager 2 and 3, Premier Manager Multi Edit System, Police Quest* (Amiga), *Off Road* (Mega Drive).
Chris Phillipson (01912) 648983

● *Gloom, Guardian, MK2*, £15 each. *Gunship 2000, Alien Breed 2 1200*, £12 each. *Fly Harder, Morph 1200*, £7 each. *Sleepwalker, The Killing Cloud, Arcade Pool, Microprose Grand Prix*, £4 each. Will consider swapping for good games.
David Bishop (01205) 369653

● *Man Utd Double* £13, *Burntime* £7, *Premier Manager 2* £7, *Wing Commander* £15, *Empire Soccer '94* £10. **Andrew Haslett (01483) 823624**

● *Flight of the Amazon Queen* £15, *Monkey Island 2* £12, *Innocent, Nippon Safes Inc, F1 World Championship* £10, *Secret of Monkey Island, Loom, Indy and Last Crusade, Adventures of Robin Hood, Cadaver* plus data disk £7, *Hook* £6, *Morton Strikes Back* (AGA) £5. Phone for more.
Richard Burke (01623) 792058

HARDWARE

● CD32 with SY-1, 2 disk drives and keyboard (making it an A1200 with CD drive). Comes with 35 CDs including Video Creator and disks including Wordsworth 3.1. All boxed, £400 ono.
William Thompson (01484) 850040

● Internal 2.5 inch Conner hard drive. 84Mb of space, as good as new. The perfect upgrade option for an unexpanded A1200. Phone me for price checking. (Portuguese replies preferred.)
Pedro Fonseca (+ 351 1) 4373274

● Amiga 1200 2Mb, joypad, mouse, utilities, games and 9 months warranty, £230.
Aardvark Harris (01732) 359429

● A1200, two joysticks, mouse, disk box, 20 games all boxed originals, *SWOS, UFO, Combat Classics 3*. And tons of mags, £270 ono.
Andrew Cross (01654) 767271

● A500+, GVP 52Mb hard drive plus 4Mb fast RAM plus Kickstart 1.3/2.04 sharer. (o/s compatible with higher machines) £250 the lot.
James Howard (01243) 861575

● Amiga 500+ with *Lotus 1*, two *Dizzy* games, *Populous, Promised Lands, Sleepwalker, Shadow Fighter* and *Monkey Island 2*, £100.
Jamie Vick (0181) 948 1581

● A1200 plus external floppy, boxed, one year old. Games, Wordsworth 3, WW3 reference library, £450 ono. **Tip-toe Every Carnell (01890) 771262**

● Cheap 1200 accelerator – Microbotics M1230xA 40 Meg, 8Mb Simm, 40Mb FPU, very fast, only £340 ono. Boxed and cost over £700 originally.
Mark Baddeley (0151) 200 1067

● A600, 1Mb, approx 70 disks, games include *Bubba and Stix, Populous 2, Frontier, K240, Dune 2*. All leads, mouse, joystick, can be seen working, £150 ono. **Keith Kinsey, Flat 1a, Oldfield Road, Harlesden, London NW10 9UD**

● CD32 with 2 pads and 18 games (*Sabre Team, PGA Euro Tour, Chaos Engine, Roadkill, Banshee, Liberation, Tower Assault, Alien Breed SE, Qwak*, plus 9 others) £200 ono. Or swap for A1200 Overdrive CD Rom drive (or other Amiga CD Rom drive). Also if you have a 4Mb or 8Mb Simm and require a new/replacement board, I have an FPU RAM board for A1200, 33Meg with clock, to sell for £80 ono. Lastly, has anyone got the *Killing Gameshow* (or demo of the intro) for sale?
Lee Stanford (0113) 2713532

● Supervision, hand held games system, boxed with 15 or so games, batteries included, only £30 ono. **David Bishop (01205) 369653**

● Amiga 1200 with mouse and power pack £280 ono. **Mightily Jumpy Ruddle (01985) 217268**

● Amiga 1200, 2Mb RAM, 250Mb hard disk drive, external disk drive, joystick and over £2500 worth of software, including word processors (Wordsworth 2 and 3) plus loads of games. Excellent condition £500.
Simon Speight (01443) 480157 (evenings)

● Sega Mega Drive 2, two control pads, 4 games (Including *Super Street Fighter 2, NHL '94*), boxed as new £75.
James Caygill (01604) 768259

● CDTV 1Mb, infra-red controller, mouse, all manuals, boxed as new. Games include *Award Winners* games pack, *4D Sports Driving, Pursuit To Earth, Pro Tennis, Fighter Bomber* plus a few more. Worth £500 will sell for £350 ono.
Graeme McCall (0141) 641 7534

WANTED

● I am in desperate need of the following three games for my A500. *Obliterator* (Psygnosis 1988), *Barbarian* (Psygnosis 1988), *Menace* (Psygnosis 1988). I will pay top notes for *Obliterator*. Also required, *IK+* (System 3).
Wayne Goward (01237) 424881

E SECRET AR PARK

- Anyone remember *Parasol Stars* or *Gods*? Willing to pay £10 for each game. **Mark Gibbins (01892) 665343**

- I must have your copy of *Run the Gauntlet, Brides of Dracula, Wacky Races*. Will pay good money or swap for *Liberation, Mortal Kombat, Top Gear* etc. **Chris Smalley (01446) 746735**

- Will pay £5 to £10 for any of the following games for A500 with upgrade: *Hook, Marvin's Marvellous Adventure, Bubble and Squeak, Ruffian*. Must be boxed originals please. **Gordon and Helen Spencer (01302) 785357**

- Wanted for the Amiga 1200, a 2Mb Fast RAM memory expansion, must be in full working order, in good condition and for sale at a very cheap price. If you have one for sale please write to:– **Lance Gibbons, 4 Pennine Way, Harraby, Carlisle, Cumbria CA1 3QQ**

- Any Nintendo games (note: not Super Nintendo games) especially *Super Mario Bros* games, except *Mario 3*. **Andrew Haslett (01483) 823624**

- Wanted desperately, *Bards Tale 1* or *2*! Please put me out of my misery. **Peter Cowan (01902) 22686**

- *Elvira*, good price paid for working game. **Ant Jolly Smith, 9 Rubery St, Darlaston, Wednesbury, West Midlands WS10 8HZ**

- An Amiga 1200 with joystick, mouse and mat, with just a Workbench disk, for under £180. **Peter Lynch, 12 Glandore Park, Knocknaheeny, Cork City, Ireland.**

SWAPS

- Swap my CD32 with 16 games for any SNES games or an A1200. Send your lists now. **Craig Graham, 13 Cadboll Road, Invergordon, Ross Shire IV18 0HR**

- I will swap my *Ultimate Soccer Manager, History Line, Theme Park, Super Skidmarks*. All for *Lotus 1, Supercars 1, Jimmy White's Snooker, Barbarian*. Must be compatible on 1Mb A500. Phone fast! **Sean K Lenton (01604) 721901**

- Any swaps considered for *Super Stardust, Micro Machines, A-Train, F1* and *International Sensible Soccer*. **Nigel Allcock (0121) 323 3650**

- Will swap my *PGA Euro* (500), *Faldo's Golf, Covert Action* and *Lemmings 2* for *Sabre Team* (1200), *Stable Masters 2* or *Putty Squad* (1200). Must be boxed originals. **Stephen Ryan (0161) 763 4560**

PEN PALS

- Groovy 21-year-old looking for female pen pal, especially English babes who like Blur and Oasis. PS Looking for lurrrve. **Mark O'Brien, 177 Bellfield St, Dennistion, Glasgow, Scotland G31**

- 15-year-old female wants male pen pal between 15 and 20. Likes indie and rock music. Owns Amiga 2000, 3000, 4000 and CD32. Wants pen pal to swap solutions for adventure games. **Emma Victoria Dickenson, Maplewood, 4 Low Farm, Bradbury, Co Durham TS21 2ET**

- I am a 15-year-old lad who seeks a female, 13+ who is fun and a laugh. 100% reply, send photo if possible. **Chris Phillipson, 26 Richmond Terrace, Walbottle, Newcastle Upon Tyne NE15 8JN**

- 15-year-old male seeks pen pal, male or female. My hobbies are playing football and playing computer games. **Thomas Butler, 43 Walker Avenue, Fyfield, Essex CM5 0RG**

- Amiga contacts wanted by 24-year-old male A1200 owner. Male or female, UK only. **Mark Tomkinson, 28 Bude Close, Paulsgrove, Portsmouth PO6 3JF**

- Hi I'm 19 and looking for pen pals to swap A1200 games. Send your list to: **Zoe Green, 35 Constantine Place, Baldock, Herts SG7 6ST**

- 22-year-old male, into sci-fi, Manga, computing and writing. Seeks pen pals of any description from anywhere. **Andy Gillett, 52 Upper Bloomfield Road, Odd Down, Bath BA2 2SB**

- Amiga 1200 contacts wanted. 100% reply. Send your disk list for mine, any ages welcome. Lots of software. **George Thompson, 49 Doonbeg Drive, Rathcoole, Newtownabbey, N Ireland BT37 9HV**

- Female pen pals worldwide wanted. I am a 22-year-old male interested in about everything. **Matthew Fyffe-McFadden, 46 Causeway End Park, Lisburn, Co Antrim, N Ireland BT28 2HX**

- I'm a 15-year-old male who is into indie music and anything except rave. I'm seeking male and female pen pals of a similar age as me. 100% reply. **Graham Smith, 14A Innisfayle Gardens, Belfast, N Ireland BT15 4GJ**

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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

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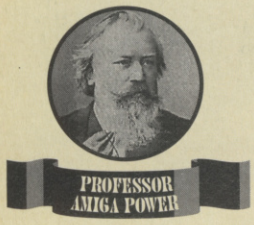
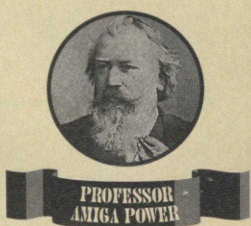
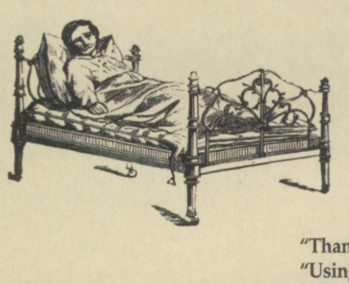
February 1996

The Attention of Several Persons wishing to Better themselves is drawn to a Marvellous Course known as...



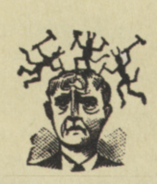
HOI HUP LA!





It is Well-Known that Demons of Sickness cause disease and unfitness and if left to their own Devices will eventually cause Madness and Death. A Lady or Gentleman can Guard themselves against the Demons of Sickness by applying to PROFESSOR A POWER for his Marvellous Course of Exercises. PROFESSOR POWER's course has been taken by the Crowned Heads of Europe and Few have Died.

HEAR THESE SEMI-ACTUAL TESTIMONIALS



"I was in a Feeble State and had been Given Up by Six of the country's Most Eminent Physicians. Then a Friend gave me a copy of your Marvellous Course and within Three Days I was Back Ruling the Country." (QV, BALMORAL.)

"Thank Heaven for your Course. It has put a real Spring in my step." (JTR, WHITECHAPEL.)

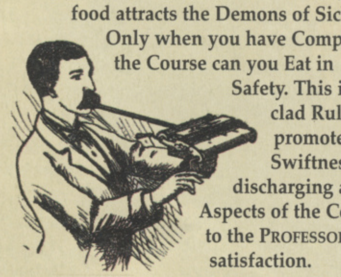
"Using your Marvellous Course I was able to Found a Sect and Devote my time to composing Lyrical Poetry in 13th century Iconium." (MMJA-DR, 13TH CENTURY ICONIUM.)

CAN YOU AFFORD TO BE WITHOUT IT? OF COURSE YOU CANNOT.

PROFESSOR POWER'S COURSE COVERS

DIET

PROFESSOR POWER's Course Forbids food, for food attracts the Demons of Sickness. Only when you have Completed the Course can you Eat in Safety. This iron-clad Ruling promotes Swiftness in discharging all Aspects of the Course to the PROFESSOR's satisfaction.



SCIENTIFIC EXERCISE

Scientific Exercise is the cornerstone of PROFESSOR POWER's Course. From Flexing of the muscles to Vigorous bouts of Ball-at-Poles, the Course agitates all parts to encourage Healthful Blood and Natural Vibrancy.

SPORTS

The PROFESSOR's Course includes a Range of Sports linked through the Ages with Natural Dynamism. Learn how to play Delightful games like Throw-Ball-at-Net, Hit-Ball-on-Rope-Round-Stick and Doll-on-Knee and become the Sensation of the social Set. Some sporting games require More than one player. Small parts preclude children Under Three.

PREPARATIONS

The PROFESSOR maintains a Private Laboratory in which he Expertly blends Mysterious Herbs of the Orient to produce a strange Concoction rich in caffeine and natural Tannin, the wonder drug of the Modern age. Here he also Prepares his secret All-Natural Sweetener known as Shergar that many are hailing.

PURSUIT BY WILD BEASTS

During his Travels in the Orient, PROFESSOR POWER became privy to many arcane secrets. The PROFESSOR is the only Occidental to have been Entrusted with this Most Valuable aid to Pep and only through his Course can patients Experience its Wonderful Effects.

ON THE RUN

This is not a part of the PROFESSOR's Course, but is in fact a Colloquialismfor the process of being chased by the Police as a Wanted Criminal. The PROFESSOR's Clients, who count among their Number several Crowned Heads of Europe (few of Whom have Died) are Strongly Advised against going On the run as they will Surely be caught by our Vigilant police Force and accrue a Number of Years in Prison, unless they have Completed the Course, whereupon they Stand an Excellent Chance of escaping.

Readers of this publication Wishing to Take advantage of PROFESSOR A POWER's Marvellous Course should Apply in person to the Professor at his chambers situated above MRS STREWN's inn, or at his Chambers situated upon the Third floor of BARDAY DOODY's hostelry, or at his Travelling Wagon to be found in the environs Dependant upon the Unwelcome Attentions of CONSTABLE JOHN CLEVES SYMMS who is an oaf and a buffoon and has not the Sense GOD gave him to Persevere with the PROFESSOR's Marvellous Course instead Quitting at the first Sign of negligible Spasm.

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EDUCATIONAL

(N.B. This includes some games)

E162	Storyland II	Create a childs adventure
E043	Learn and Play I	Blackboard Maths etc.
E423	Spelltris	A tetris spelling game
E033	Education 1	Learn German
E180	GCSE Maths	Syllabus taught disk
E185	Astrology	Calculates positions of planets
E193	Astronomy	A total concept disk
E234	Colour The Alphabet	Educational spelling game
E271	The Highway Code	All you need to know
E023	Electronic Train Set (1meg)	Construct own train set
E079	Treasure Hunt	Great kids game
E270	Dinosaurs	Quiz on Dinosaurs
E298	States of Europe	Information on this continent. Good
E299	Communicate	Learn how to use sign language
E311	The Internet	A guide to the Internet
E331	Jigsaw (2 disks)	Match the pieces in to a jigsaw
E339	Dunks DTP	Desktop publishing for kids
E350	Barney the bear (2 disks)	Learn & meet animals
E385	What's its Name (N)	Educational for kids
E411	Word Play	Lots of puzzle games
E413	Moorse Code Tutor (not 1.3)	Guide to Moorse code
E086	Wraithed 1	Pub quiz style game
E035	Education 3	Weather and climate

BUSINESS SOFTWARE

B089	Journal	Accounts Program
B136	Amibase Prof	Excellent Database
B140	Text Engine	Excellent Word Processor
B153	File-a-fax	As it sounds
B175	Text plus VERSION 4	Excellent Word Processor
B134	Amicash	Easy-to-use accounts program
B137	600 Business Letters	All ready to print
B240	Little Office	Word Processor, Database & Spreadsheet
B323	Onform	Invoice maker
B330	Easycalc	Excellent Spreadsheet
B400	Phone Locator	Dialing codes for Britain

CREATIVE + GRAPHICS

C128	Big Clipart	Comic characters
C160	Deluxe Paint Tutor	Painting Instructor
C130	Label Designer	Various label printers
C197	Clipart	Stars/Logos/Explosions etc
C198	Clipart	Valentines and Weddings
C231	Audio Animation Studio	Create Cartoons
C236	Word Power	Solve crosswords & anagrams
C256	Print Studio	Multi purpose printer utility
C258	Garden Designer	Create your own garden, excellent graphics
C263	League Database	Easy-to-use football editor
C389	Turbocat Pro (not 1.3)	Excellent catalogue organiser
C331	Signature Creator	Customise your signature

MISCELLANEOUS UTILITIES

M335	Error Information	Explains computer crashes
M340	Bar Tender (not 1.3)	Drinks and cocktail recipes
M213	500 Plus Emulator	Upgrade for A500
M241	Winemaker	Database for wine lovers
M244	Lockpic V2.0	Uncover copy facilities
M259	Easy Spell	Spell checker/helper
M414	Joke Disk	Thousands of jokes
M210	Pools Tools	For football pools
M299	Tee to Green	Excellent golf-scorer
M310	Personality Analysis	Type in answers to assess yourself
M311	Cop the Lot Pro	Updated lottery helper
M332	Virus Checker V6.5	New updated killer
M333	Disk Repair Kit	Salvages damaged disks

STAR TREKERS

D058	Enterprise Animation	Leaving the dock
D166	Star Trek Animation	Animations of USS Enterprise
D177	Star Trek Animation	Agatron No.17. More like above. Good
Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best One
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
A072	Star Trek Game (N)	The Next Generation
N412	The Star Trek Guide (6 disks)	All the information you need
A081	Star Trek Quiz	Trek trivia

ADVENTURE GAMES

Ad005	All New Star Trek (2 drives, 2 disks).	USS Enterprise classic. Best one
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
Ad523	Boomin Eck (not 1.3)	Professional looking platform game
Ad019	Dungeon Delver (2 disks)	Difficult adventure quest
Ad065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad070	Rings of Zon	Text and graphic adventure
Ad222	Neighbours Adventure (2 disks)	Bring Paul Robinson to court
Ad245	Iron Clads (2 disks)	Graphic adventure
Ad326	Wibble World Giddy	Really good platform game
Ad421	Glassback II	Very good platform game
Ad500	The Devils Abode	3D Horror Adventure

ARCADE + PLATFORM

A535	Deluxe Gallagher V2.51 (not 1.3)	Excellent spacewars
A010	Breakout	Classic bat & ball game
A011	Blizzard	Horizontal shoot 'em up. High quality
A252	Leaping Larry	Jump up the escalators
A512	Transplant	Asteroids game
A165	Super Skoda	Car racing game
A520	The X Mass Project	Simplistic shoot 'em up
A529	Egg Scramble	One of the best platform games. Limited levels
A209	Games Galore Ten (N)	14 excellent games
A214	Parachute Joust	Fight for parachute on descent. V. good
A221	Revenge of Mutant Camels	Good. Similar to Centipede
A524	Assassins 245	Packman + 3D
A526	Assassins 247	China Challenge 2, Moose Drive and Antimatter
A527	Assassins 248 (not 1.3)	Air Fight, F-Ball and Mattix
A531	Assassins 249	Trooper, Cunundrum and Revolver
A534	Assassins 250	All-rounder, bobble and quadrille
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 games including Glassback
A327	Tetris Pro	Tetris game with exceptional variants
A333	Icerunner (N)	Recom. Brilliant platform game. 10 out of 10
A338	Project Buzz Bar	Excellent Asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best Space Invader game
A433	Harry Haddock	Really good platform adventure
A434	Amiga Boy	Console games on Amiga!
A443	Nimble!	New. Addictive graphical platformer
A502	Cyberman	3D Pacman game. Excellent
A503	Chaneques (2 disks)	Like Lemmings. Good
A504	Rebellion	Asteroids shoot 'em up

STRATEGY + WAR GAMES

Sim013	Bullrun (N)	American civil war game
Sim513	Bridge	The card game
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim124	Napoleonic Warfare	High quality simulation
Sim528	Battleships	Classic game, computerised
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy games
Sim218	Roulette	Casino classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Strategic Games	3 excellent games
Sim410	Island	Excellent board game. Build hotels & money
Sim414	Diplomacy (N)	Classic, similar to Risk
Sim415	War (N)	Top quality 8bit strategy
Sim428	The Shepherd	Populous clone
Sim444	Ultimated Quiz	Pub quiz clone
Sim505	Scrabble	Board game, computerised

SPORT

Sp170	Amos Cricket (N)	'Owzat!
Sp208	Grand Prix Simulator (N)	Excellent
Sp256	Slamball	Management game of US football-type sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top of the League	Addictive football management game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well produced racing game
Sp376	Unsensible Soccer	Good football game
Sp429	A Day at the Races	Simple horse racing game
Sp530	Sport Challenge	Hype Olympics, lots of events
Sp532	Friday Night Pool	Pool playing simulation
Sp533	Poker Mania	Good Poker simulation

A1200/A4000 ONLY

U422	Balls AGA	Excellent lottery helper
U235	Sleepless Nights	Compilation of A1200 utilities
U324	Lottery Winner AGA	Helps you to win!
U334	AGA Killers	Updated virus killer
U399	Graphic WorkBench (2 disks)	Hard drive to install
U508	Videotracker 2	AGA demo creator
U285	Fairlight	29 meg of graphics on one disk
U289	State Of Art	Famous, quality demo
U290	Raving Mad Me	High quality music video
U291	Lethal Exit	Stunning demo
D300	Technotrack II	Move rave music
D305	Tina Small	Slideshow of model
D310	AGA Mansell	Nigel Mansell slides
D315	Minomist Rave	Great dance demo
D509	Phoebe Cates	High resolution slideshow
E214	A Beginners Guide	Learn all about WorkBench 3.0
E300	Speak & Spell	Good for learning youngsters
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
G414	Motorola Invaders (2 disks)	Brilliant Space Invaders
G420	Pssst AGA	Arcade AGA game
G440	Missile Over Zenon (2 disks)	3D missile command
G441	To the Death	Street Fighter clone
G442	Excellent Card Games III	Restricted AGA version
G445	AGA Donkey Kong	Re-hash of original. Good
G506	Battle Duel	Multiplayer artillery game
G507	Samurai Showdown	Street Fighter clone
G510	Raketz V2.25	Multiplayer thrust shoot 'em up

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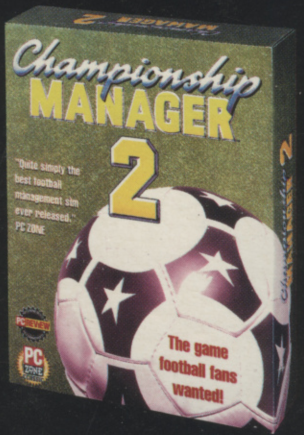
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